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BRITAIN'S ONLY COMPLETE SEGA PLAYERS' GUIDE

SEGA XS

SEGA XS

ISSUE 9
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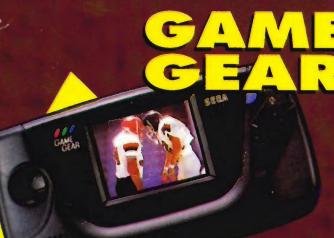
- SUPER STREET FIGHTER II
- DRAGON
- MARKO'S MAGIC FOOTBALL
- GROUND ZERO TEXAS

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ISSUE 9

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ALL THE TACTICS AND ALL
THE MOVES INSIDE!

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SEGA XS



ISSUE 9

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Special thanks to Alex Tilbury for taking the photographs.)

From the makers of SEGA XS - SEGA PRO, MEGA POWER, SUPER GAMER, GAMESWORLD AND PC POWER.

Last word: Can we borrow the car again soon Paul?

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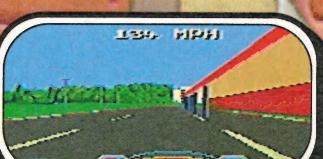
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MEGA DRIVE

GAME

Many thanks to Chris and Neil at GAME in Bournemouth, for all the games this issue. They're top geezers, guv, so make sure you buy loads of games from them. For more information about your local GAME store, call 081 974 1555.



CHRIS MARKE

Chris left the rest of the XS crew to it for much of this issue and jetted off to the sophisticated holiday resort of Benidorm! Sun, sea and loads of lager was the order of the day, which explains why he came back shedding skin like a snake, wrinkled and horrifically hungover!



COLIN NIGHTINGALE

Colin, having teamed up with that other XS reprobate Richard, has been causing all kinds of chaos in and around Bournemouth recently. His escapades in the sewers with a football and a Pilkington are still talked about in hushed tones and have gone down in local folklore.



MARK PILKINGTON

As impish as ever, Mark happily poses during a photo shoot in the park. As he's grown in confidence, Mark has managed to escape the more cruel practical jokes of his peers. However, ask him about his Nemesis, one Anton Deseres from Wales, and watch his blood boil!



RICHARD FORSYTH

The office gigolo's been up to all his usual, alcohol induced, tricks recently — including leading poor Colin astray on a madcap, early hours swim to the end of the pier. Sadly, the cold water so affected his shivering, or shrivelling, body, even Richard's female fans giggled!



NEIL ARMSTRONG

Neil, or 'The Rocket Man' as he's affectionately known to his fans, has recently been pursuing an alternative career in the performing arts. His meteoric rise to fame has seen him take the Over 60's cabaret circuit by storm, establishing him as the grannies favourite!

SEGA XS

EDITORIAL

GOOD VIBRATIONS!

As our circulation has grown over the last few issues, and my correspondence has increased accordingly, I've come to realise the most important part of the magazine to our readers is clearly the solutions. You want exclusive, bang-up-to-date solutions and players' guides, which provide comprehensive coverage of every aspect of a game. On top of this the clear plea is for even more issues of SEGA XS to hit the shelves every year.

Well, as the old Jam classic states, "The public gets what the public wants", so SEGA XS has evolved accordingly. The magazine is now going monthly to meet your insatiable demand for exclusive solutions. From now on every issue will be dedicated to bringing you a veritable feast of hints and tips! How's that for value for money?



Reflections... The gang seriously contemplate the prospect of going monthly.

We pride ourselves on being a unique magazine, standing out in a market saturated by dreary, sycophantic review magazines. Everyone involved with SEGA XS knows it's our job to bring you the best

in fully-mapped solutions, complete players' guides and exciting competitions, but to do this we sometimes step on a few toes.

SHORT-SIGHTED

This is inevitable really. After all our primary concern is helping you, the people who actually buy the games and pay the whole industries wages, which is something that doesn't always go down well with some of the software companies. Obviously they're not all the same, but some offer us a lot more help than others.

When a software house encourages us and supports the unique concept behind SEGA XS, witness the companies who have provided superb competitions over the last few issues, it can only be a good thing for you guys. Perhaps these companies realise the SEGA XS readership is growing at an astonishing rate and consists of readers who genuinely believe in playing every game to its full potential. Lets face it, there are no gamers more dedicated to cracking carts than you guys.

Whatever the reasons and motives, it's a shame some software

houses still regard a solution based publication, such as SEGA XS, with suspicion. Basically, this stems from the misguided assumption that we're somehow spoiling their precious games. In fact, nothing could be further from the truth.

When someone pays anything up to £70 for a cart they rightly expect value for money and nothing is more frustrating than continually stumbling on a certain level. In this respect SEGA XS provides a service, prompting the reader and helping him or her over an obstacle.

A really good solution also highlights the complexities of a game to readers who don't yet own it. By seeing our big, bold maps and reading the accompanying text, prospective buyers get a real taste of what to expect from a game.

We highlight the difficulty level, the characters and the look of a game with more attention to detail than any other magazine. In fact many of you have written in to say our solutions have actually encouraged you to buy a particular game. Now that really will come as a shock to the more short-sighted software companies!

At the end of the day we give all the games we crack an enormous amount of exposure, to an ever-growing army of readers. This can only be a good thing for the software companies concerned — I hope they wake up and smell the roses soon!

Stay tuned
Chris Marke

COMPETITION WINNERS!

The lucky winners of the *Shaq Attaq Compo* (Issue #7) are Paul Shotton from Stoke-On-Trent who wins the first prize of a pair of designer Shaq Reebok trainers, a Shaq Attaq basketball and a copy of *NBA Showdown*; Matthew Millard from London and Kevin Robinson from Bognor Regis both win a Shaq Attaq basketball and a copy of *NBA Showdown*; while James Horth from Norwich,

Jan McVey from Gwynedd, R Clunnie from Coalton, James Kew from Horbury, Mark Harris from Orpington, Nadine Wallace from London and Jason Rout from Doncaster all receive copies of *NBA Showdown* for the Mega Drive. Congratulations and happy gameplaying to you all!

The pillaging victors in the *Lost Vikings Competition* are Miss Arlene Don from Gallowhill, R Sullivan from London, Kylie McDonald from Winlaton, Gary Tapp from Worthing, Steven Green from Flyford, Selina Melinaro from Fulham, Kevin Kelly from Glasgow, Dean Wilson from Telford, Mr S Foster from Stalham and Alec Brock from Dyfed. Each of you wins a copy of the utterly addictive *The Lost Vikings* for the Mega Drive, courtesy of all those lovely people at Virgin!

GET THIS...



LOW LIFE SCUM...



Conflict has been with mankind ever since he emerged from the primeval swamps at the dawn of time. Generation after generation has battled each other, always attempting to better themselves by violent means. It therefore comes as no surprise to learn of a contest, running for centuries, to discover the World's greatest fighter. This contest was forced underground long ago by the authorities, but, due to its huge popularity it continued regardless. The competitors are urban warriors, gathered from every corner of every Continent, and the battles they fight are glorified in the ultimate beat-'em-up — *Super Street Fighter II*.

With four outrageous new characters, all the original 12 Street fighters and a host of new, improved special moves this is one rough, tough cart, guaranteed to blaze a glorious trail across the Mega Drive market. However, these guys are also big, bad and dangerous to know! Luckily we at SEGA XS have tamed every one of the 16 warriors to bring you the exclusive players' guide. Every character exposed, every move analysed and every tactic revealed. SEGA XS — the best just got better!



Check out your capability for
the 'corps by playing our demo in the
following stores ... Beatties & Virtual Reality,
Game, Virgin, Tomorrows World (Hull) and Mr. Disk (Birmingham).

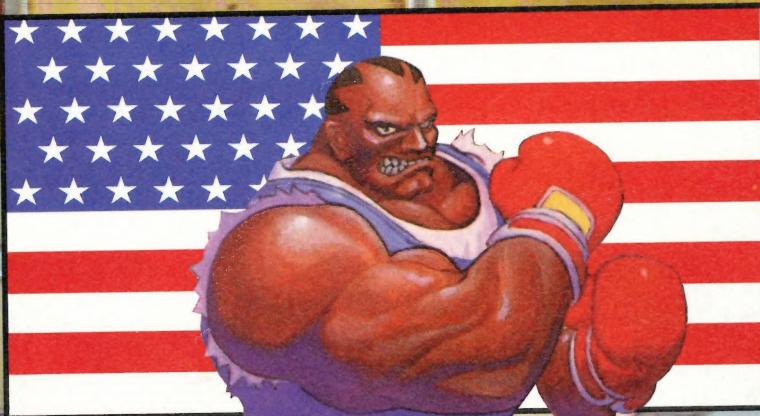
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BALROG

A former boxing champ, Balrog was banned from the ring because he was too aggressive! He views anyone who uses kicks in their attacks as weaker and inferior to him, as he only ever uses his upper body in combat. He has the widest range of punches in the game. He may be a limited fighter, but he's extremely effective.

PLAY VS BALROG

Keep on the ground at all times — his lethal uppercut puts pay to any aerial attacks. Deliver plenty of punches to his body. He may be capable of dishing out a few bruises, but he sure can't take a licking! This is where the faster characters come into play. They're able to launch an attack and move before Balrog retaliates. He's also easy to grab and throw, as well as being vulnerable to low kicks and punches. As a boxer he's never got used to fighting below the belt!

Dash Punch:

A for 2 secs, then T & Punch
The most powerful move Balrog can perform, the Dash Punch does its job well.



Final Punch:

All three punch buttons
The length of time you hold down on the buttons determines the strength of the final product!



Lashing Uppercut:

D & Hard Punch
Great against attacks from the air, this is one uppercut that really means business!



Shoulder Butt:

D for 2 sec's, U & punch
If your opponents are proving to be a pain in the butt, you can always try out this manoeuvre on them!



Head Butt:

T & Hard Punch
The big guy grabs hold of the opponent and begins head butting the poor fellow to a pulp!



Aerial Head Smasher:

U & Hard Punch
Bring down all that pent up rage and aggression on your opponent with this great little move!



Uppercut:

D & Punch
Similar to the Lashing Uppercut, this is a decent enough move to combat those pesky aerial attacks!



Elbow:

T & Punch
A smash in the face with the elbow is bound to weaken even the toughest foe.





M. BISON

Bison is a bit of a mystery man. All we really know is he's the leader of a huge and vast criminal organisation called ShadowLaw. Bison is the man to beat in the Championship and as such he's a very powerful fighter to go up against. All his special moves are killers — just take a look at his powerful Flaming Torpedo move!

PLAY VS BISON

Bison is arguably the toughest character to beat. He almost always starts fights with a quick burst of his Flaming Torpedo move, so be ready for it and get blocking. His Spinning Kick and Head Stomp moves are also favourites. The only way to counter them is to leap into the air and deliver a few blows to his face. He's a fighter who's not stunned very easily, so always be prepared to block just in case he decides to launch an attack of his own.

Flaming Torpedo:

A for 2 secs, then T & Punch
THE move for Bison, the Flaming Torpedo causes a bit of grief for anyone in its way.



Head Stomp:

D for 2 secs, U & Kick
You too can stomp on someone's head, kick them in the face and then slide kick them — all in one move!



Somersault kick:

A for 2 secs, then T & Kick
A rather spectacular looking manoeuvre, this is also deadly to an opponent's energy levels.



Flying Psycho Fist:

D for 2 secs, then U & Punch
A deadly move if ever there was one, this is one mean mother of an attack.



Flying Punch:

U & Punch
Make your punches really hit home with this fast paced attack. Used correctly it can wipe out the enemy.



Throw:

T & Hard Punch
Make your opponent eat some dirt with this powerful throw. Follow up with a flurry of punches.



Sliding kick:

D & Hard Kick
A useful move, this low level attack knocks the enemy off balance. Perfect when following up with a special move.



Fiery Fist:

Hard Punch
Nothing spectacular about this basic move, Bison's got such strong special moves he doesn't need any more!





BLANKA

Blanka gained his beastly appearance when a lightning blast struck him and mutated his body. Everything he knows about combat comes from years of living wild in the jungle. As you can imagine, his fighting style involves mainly claw and bite attacks. A ferocious fighter, Blanka is capable of turning a fight around in an instant. The lightning bolt hit also means he can charge his body up and generate electricity.

PLAY VS BLANKA

Always be on your guard whenever you fight Blanka. He attacks with all the speed and power he can muster. His lethal Electrification move takes you out if you make contact with him, so react quickly when he crouches before using this move. His Cannonball and Head Bite moves are tough attacks to defend against. Try jumping to avoid the Cannonball attack and pressing all the buttons to get away from his bite.

Cannonball:

A for 2 secs, T & Punch.

The cannonball is a great move, which is quick enough to catch many opponents off-guard.



Vertical Cannonball:

D for 2 secs and then U & Kick.

Similar to the Cannonball, the Vertical Cannonball is useful when the enemy jumps in at Blanka.



Beast Leap:

A for 2 secs, then T and Kick.

A good move when under pressure, it makes many opponents quake in their boots!



Electrification:

Press punch button repeatedly.

One of Blanka's best moves. One touch and it's barbecue time for any hapless fool in the way!



Face Hugger:

T & Hard Punch

There's nothing like a bit of raw cheek-bone in the morning. A move with plenty of bite!



Head Butt:

Stand next to opponent and hard punch.

A good move that, if used at the right time, executes a useful double hitter for extra combo points.



Knee:

T & Medium Punch

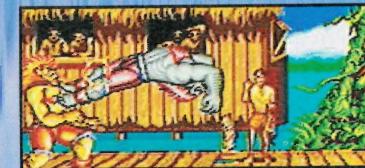
A kick in the family jewels isn't much fun. This certainly sends anyone through the pain barrier..



Back Flip:

U & Hard Kick

An offensive and defensive manoeuvre all in one. Protects against attack and stuns the enemy.





CAMMY

Cammy is a girl who has it all — a pretty face, slim body, nice, er, Doc Martins. Cammy's special moves are really something special, just look at these examples — The Cannon Drill, the Thrust Kick, the Thigh Press and the Spinning Knuckle. As well as great special moves, Cammy is also one of the fastest fighters on the circuit. All in all she's one powerful fighter.

PLAY VS CAMMY

Cammy does most of her attacking from the air, so keep your distance and get ready to retaliate using uppercuts. Stay clear of Cammy at all times, and, if you have them, launch fireballs to stun her. Once she's stunned, you can then jump into the action and throw her to the ground. Jump back again and repeat the process from the beginning. It's tough though, she's so quick it's very difficult to pin her down.

Cannon Drill:

T, D, D-T & Kick

Not only is this a very rude looking move, but it's also painfully effective. Give it a go!



Throw:

T & Hard Punch

A move that can cause some serious damage to any opponent. Also incredibly quick.



Spinning Knuckle:

A, A-D, T & Punch

A good move to perform if you have a good command of the joypad. Inflicts plenty of pain.



Neck Throw:

T & Hard Kick

Grab hold of the opponent by the neck and bury them into the ground — smashing!



Flying Punch:

U & Punch

Make your punches fly with this super-duper special move. Nothing can stop those speedy fists!



Thigh Press:

T & Punch

Cammy's throw begins with a grapple! It's a powerful attack that can knock most foes off balance.



Kick:

Any Kick button

The basic kick is elevated to new dimensions of power by this super Brits awesome speed.



Thrust Kick:

T, D, T-D & Kick

A very effective attack that can stun almost any opponent into submission, when used correctly.





CHUN LI

Tough to defeat, Chun Li is ideal for beginners. Her fighting style mainly consists of kicks and spins, while her awesome speed should be used to the full. Her Fireball and Backflip moves are some of the most useful in the game, while her famous Lightning Kick and Special Turbo Kick are enough to give any opponent the shivers!

PLAY VS CHUN LI

She performs most of her attacks from the air, so stay on the ground and be ready to counter attack. A Dragon Punch (as used by Ryu, Ken and Sagat) usually sorts her out. Use her vulnerability when she lands to launch a few well timed round house and high kicks. Try to keep your distance as her Lightning and Spinning Bird kicks are bad for your health! Defend yourself with Fireballs and Drill attacks. Lastly, whenever she leaps away block to avoid her Head Stomp manoeuvre.

Lightning Kick:

Press any Kick button repeatedly. Yes, you too can inflict up to five or six hits every time you perform this cunning and simple attack!



Swivel Kick:

Press T & Kick
A good, hard hitting kick that certainly knocks the wind out of your opponent. Tough to avoid too.



Spinning Bird Kick:

D for 2 secs, up & Kick.
This sends her into a flurry of hits, but takes time to activate. However, it's still hard to defend against.



Flip Kick:

Towards & Kick

This rather smart move not only gets you closer to the opponent, but also protects you from any attacks you may run into.



Elbow:

Close to opponent & Punch
A useful move to add at the end of a combo to really damage your opponents. Puts the icing on the cake.



Shoulder Charge:

Close to opponent & Hard Punch
This attack takes loads of energy from your opponent and is one of the easier moves to execute.



Pile driver:

Towards & Hard Kick

The Pile Driver is a deadly move, which drains a lot of an opponent's energy if timed to perfection.



Fireball:

Away for 2 secs & then

Towards & Punch

This is a little tricky to perform, but once mastered is a similar weapon to Ken or Ryu's Dragon Punch.





DHALSIM

Dhalsim has the ability to stretch his body thanks to years of dedicated meditation. His kicks and punches reach across the screen, but that's not all, he also has the ability to fire flames from his mouth, burning opponents to a crisp!

PLAY VS DHALSIM

Dhalsim often leaves himself open to punches and kicks to the mid-section. Try to get a lot of hard hits in to weaken him. If you give him half a chance, he counteracts your attacks with some special moves of his own, so try to keep attacking furiously. His

Yoga Flame and Corkscrew are damaging if they come into contact with you. Avoid these moves by jumping in the air and keeping your distance. Never get too close without launching an attack. Dhalsim preys on indecision and his stretch attacks will soon seek out weak opponents.

Yoga Flame:

A, A-D, D, D-T, T & Punch.
A good close combat move to perform, you can really burn someone's face with this one!



Yoga Fire:

D, D-T, T & Punch
Dhalsim's answer to the fireball — a great weapon to use for long range attacks.



Yoga Teleport:

T, D, D-T & Punch
The teleport move is an effective way of getting out of trouble without taking too many risks.



Head Butt:

Next to Opponent & Hard Punch
You can hit your opponent twice with this manoeuvre and gain loads of extra bonus points for combos.



Head Smash:

T & Medium Punch
A dangerous move for an opponent to get trapped in, the Head Smash drains energy in a big way!



Corkscrew:

U, D & Punch
This one tears into the opponent and drains them of a lot of energy, before they have the chance to react.



Vertical Corkscrew:

U, D & Kick
Similar to the normal corkscrew, this move stuns your opponent, giving you time to get in a strong hit.



Slide:

D & Hard Kick
This is a great move to knock your opponent off-balance and send him tumbling to the ground.





DEE JAY

Dee Jay is one of those people who is in love with life. Whenever you see him, he is sure to have a smile on his face. He supposedly has natural rhythm, which is a great help during any fights, and is also a world famous musician. He fights with a style similar to kickboxing and, as such, most of his strongest attacks revolve around kicks. He has a fair smattering of special moves and is one of the games most powerful characters.

PLAY VS DEE JAY

Small characters such as Cammy, Ryu and Chun Li are very effective against this guy. Attack him with plenty of small kicks, followed by large ones, to stun him to the ground, before launching a succession of throws on him. Keep a good eye out for his long kicks and ultra-powerful punches and you should be alright.

Max Out:

A for 2 secs, then T & Punch
A lethal uppercut that will put pay to any attempted aerial attacks sent in your direction.



Double Dread Kick:

A for 2 secs, then T & Kick
You can lay two rapid-fire kicks onto the enemy with this dangerous special move.



Hyper Fist:

D-T for 2 secs, then U & Punch
More pain than you could ever expect from a punch attack can be yours if you manage to pull off this move!



Somersault Throw:

T & Hard Kick
Grab hold of the enemy and somersault them right over your head. A great move to watch.



Overhead Throw:

T & Hard Punch
A different throw to the Somersault Throw, but achieves exactly the same effect.



Slide Kick:

D & Hard Kick

A very useful move for knocking your opponent over with. Follow up with some quick punch combos.



Flying Punch:

U-T & Hard Punch

This is a crushing move that has all of Dee Jays vast weight behind it. Awesome to witness.



Flying Kick:

U-T & Hard Kick

Dee Jay's long legs reach the characters others cannot reach!





FEI LONG

Fei Long bears more than a passing resemblance to Bruce Lee. Like the great man himself, Fei Long made up his own fighting style and appeared in countless big budget movies. He eventually got bored of this wild lifestyle and settled down a bit, before getting involved with the World of street fighting. So far, he hasn't done too bad, and he now looks ready to challenge the big boys for the title.

PLAY VS FEI LONG

Remember to block or jump over all of his special move attacks. If you're able to get a few footsweeps in or punches to his mid-section, you should get him on the run. It's hard to beat

Fei Long with nimble characters such as Chun Li, as he is always able to get in a kick before you can. Never stop attacking him when you have him stunned, or else he simply turns the tables on you and leaves you gasping.

Rekka Ken:

D, D-T, T & Punch

You can perform this moves up to three times in a row for maximum damage!



Rising Dragon Kick:

A, D, A-D & Kick

Similar to Chun Li's Lightning Kick, inflicts huge amounts of damage on the opponent.



Overhead Throw:

T & Hard Punch

This move takes loads of hits away from the enemy, without any risk to you.



Throw:

T & Hard Kick

Use this move to drain loads of energy away from your enemy. Pleasing to watch!



Flying Kick:

U-T & Kick

The lightning fast speed of Fei Long is one of his best assets — as this move proves.



Low Kick:

D & Kick

This is a good move that's able to take plenty of energy in a short space of time.



Low Punch:

D & Punch

Similar to the normal punch, this one enables you to gain the upper hand on all of those opponents bigger than you.



Knee:

T & Medium Kick

Hitting them in the place where it hurts most, this move drains loads of energy.





GUILE

Being a rock hard member of an army regiment, Guile knows a thing or two about hand-to-hand combat. Arguably one of the most agile fighters, he is fighting in the tournament not only to prove his worth, but also to avenge his friend's death, at the hands of none other than the evil Bison! Guile is particularly effective in the air, dishing out pain with his Sonic Booms and Flash Kicks. His other great strength is his punching — he's capable of dishing out hundreds of blows per second!

PLAY VS GUILE

Guile will almost certainly try to get the upper hand with his Sonic Booms, so always be ready to jump over these. A few low punches and foot sweeps on your part, and soldier boy should be having problems. Try not to attack him with flying kicks and other aerial manoeuvres as he will undoubtedly get the better of you.

Reverse High Kick:

Stand near opponent & press Hard Kick

This is an excellent move for sapping your opponents energy, without risking your own.



Flash Kick:

D for 2 secs then U & kick.

You can charge this move up while blocking the enemy's attacks and then let rip with a vengeance!



Sonic Boom:

A for 2 secs, then T & Punch.

This is a better projectile than a fireball, but it's obvious to the opponent when you're preparing it.



Suplex:

Into Opponent & Hard Kick

A good, decent, energy-sapping move, that drains the bad guys will to live. Ideal against slower fighters.



Mid-Air Throw:

U & Hard Punch

Grab hold of the opponent in the air and throw them into the ground. Eat dirt scumbag!



High Kick:

Hard Kick

Another decent kick to perform, this one will leave your opponent gasping for breath!



Knee:

T & Medium Kick

A bit painful to be on the receiving end of this one, but a very effective move nonetheless.



Uppercut:

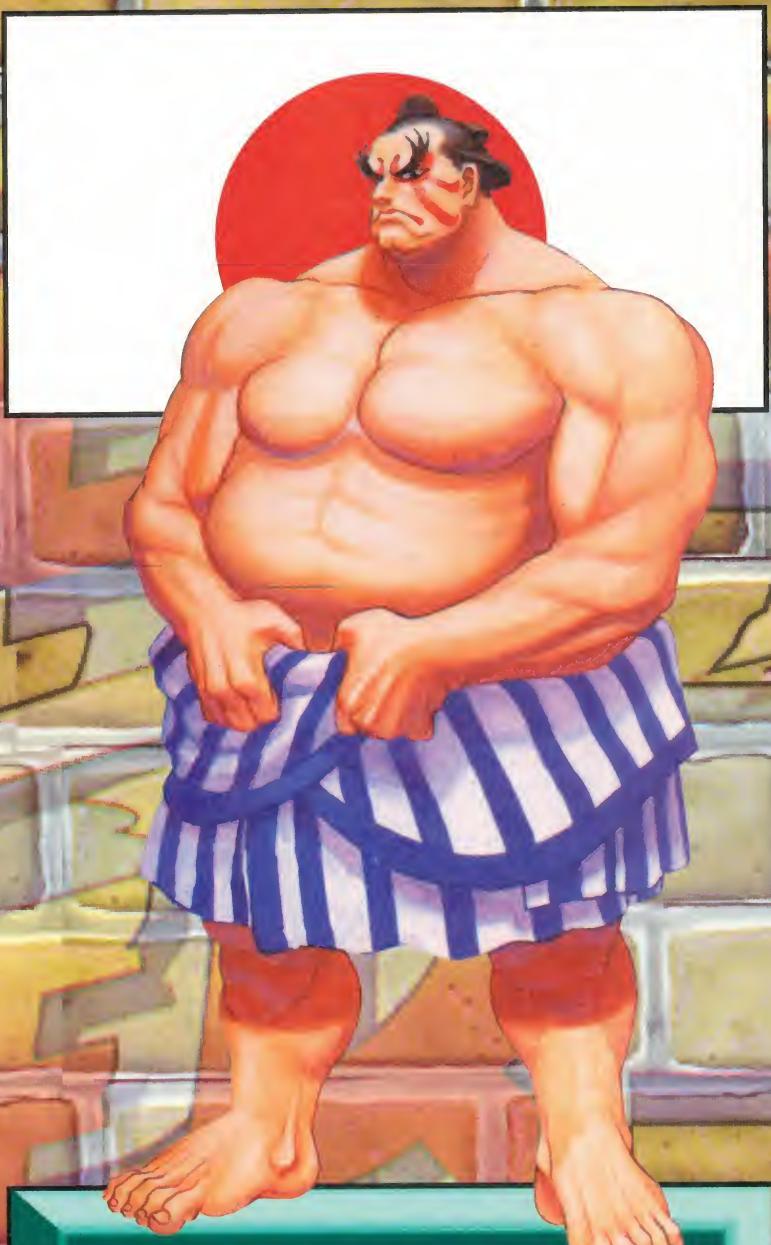
Near opponent & Hard Punch

This will stop most aerial attacks

without causing you any damage.

Ideal against faster fighters.





E HONDA

Honda is Japan's greatest Sumo wrestler. He uses his obese body as a weapon against his opponents; especially the slimmer ones such as Chun Li and Cammy. Being fat does have its drawbacks, his is a distinct lack of mobility. As well as being exceptionally slow, he also has trouble jumping. Honda's Hundred Hand Slap and his throwing and belly flop moves can prove lethal.

PLAY VS HONDA

Big, bad Honda is certainly a hard chappie alright. His Hundred Hand Slaps and Torpedo manoeuvres give most characters plenty of problems. The Hundred Hand Slap is easily avoided by jumping over it with the quicker characters, such as one of the girls or Fei Long, the quickest male character, and planting your foot in his face. Similar to this the Torpedo can be beaten by leaping into the air or by sending a few well aimed fireballs in his general direction.

Sumo Torpedo:

Away for 2 secs, T & Hard Punch.
Honda's body is a deadly weapon once this attack has been activated, so keep well clear!



Hundred Hand Slap:

Punch Repeatedly
A deadly manoeuvre, which is a tricky one for an opponent to wriggle out of, especially in the corner.



Sumo Smash:

U-T & Kick
Now this is one attack that I wouldn't want to be on the receiving end of — makes the opponent into a pancake!



Hug:

T & Punch

Has Honda come over all friendly? Well, no not really — it's a bloody painful move!



Knee:

T & Medium Kick

Grab your adversary by the hair and give them a bit of your knee in their face!



Flying Kick:

U-T & Hard Kick

Make your opponent get a whiff of your smelly feet with this deadly move, excellent for draining energy



Chop:

Hard Punch

The chop is both effective and painful to use. It's also very easy to execute, so use it frequently.

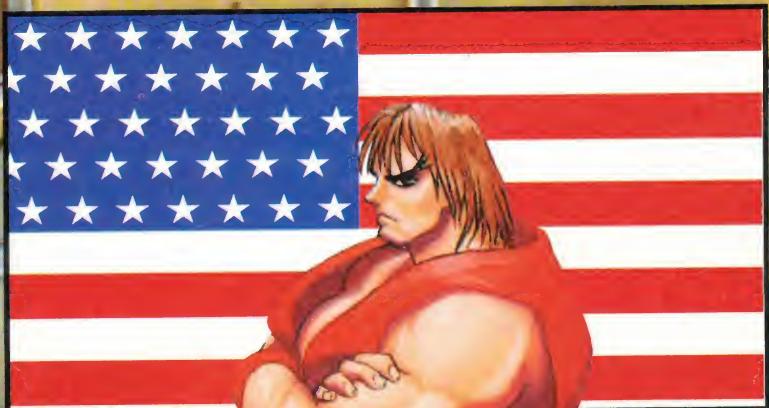


Flying Chop:

U-T & Hard Punch

This is a deadly move, sending the whole of Honda's vast frame crashing down on his opponent.





KEN

Ken is a very similar character to Ryu. This is partly because both trained at the same Dojo, and have very similar fighting styles. Ken's specialities are Dragon Punches and Hurricane Kicks, which, when used correctly, make him a very hard opponent to defeat. One thing Ken definitely has in his favour is his ability to put together combinations quickly and easily, which makes him a hard character to go up against.

PLAY VS KEN

While Ken is pulling off one of his Dragon Punches, he's vulnerable to attacks from punches or kicks. Just before he sends out a fireball, he steps back slightly and then leans forward — a good warning sign. If you can't attack him in time, always remember you can avoid a fireball by jumping over it. Ken also has the knack of throwing you into a corner and kicking and punching you to death. Quick characters such as Chun Li, Guile and Cammy are very effective against this.

Axe Kick:

T, D, D-T & Punch
A double hitter with double power — a great way to get out of a pressure situation!



Dragon Punch:

T, D, D-T & Punch
The normal Dragon Punch is a perfect defence against aerial attacks from the quicker characters.



Fireball:

D, D-T, T & Punch
This long-distance attack takes energy even when your opponent blocks it.



Hurricane Kick:

D, D-A, A & Kick
Unpredictable and hard to stop, this attack stuns most opponents into submission.



Aerial Hurricane:

U, D, D-A, A & Kick
Just like the normal, but effective, Hurricane attack, this is its fast-paced aerial counterpart.



Overhead Throw:

Towards & Hard Punch
A great attack, sending your opponent reeling with pain, allowing you to move in for the kill.



Somersault Throw:

Towards & Hard Kick
Another great throw that sends your opponent onto the back foot, allowing you to storm into attack.



Footsweep Kick:

D & Hard Kick
Best used in conjunction with a high kick, this move sends your opponent crashing to the ground.





RYU

Ryu isn't really much to look at, he doesn't perform any really snazzy moves; but what he does do is win fights, and that's good enough for most people. His Dragon Punch is particularly effective against flying attacks, while his Hurricane Kick is a dangerous attack, turning the tide of a battle in one swift move. Both of these moves pale in comparison to the Fireball. Use the Fireball to stun the opponent and then launch into them with a Hurricane Kick to really cause some pain. As mentioned before, both Ryu and Ken have very similar fighting styles.

PLAY VS RYU

As soon as Ryu attempts to pull off a special move immediately launch into a special move of your own. Whenever he attacks you from the air retaliate with a roundhouse kick as soon as he starts to come down. Jump over any fireballs he sends or send one of your own to counteract it. Keep an eye on Ryu at all times, as he really has the ability to take you out!

Dragon Punch:

T, D, D-T & Punch

This certainly puts pay to any aerial attacks the enemy attempts to take you out with!



Red Fireball:

A, A-D, D, D-T, T & Punch

A mega powerful version of Ryu's basic fireball, this version automatically stuns the opponents!



Fireball:

D, D-T, T & Punch

Your basic fireball attack, this is one of Ryu's most famous moves — usually works a treat.



Hurricane Kick:

D, D-A, A & Kick

If you manage to pull off this handy manoeuvre, your opponent can be hit up to seven or eight times!



Aerial Hurricane Kick:

U, D, D-A, A & Kick

A move that is very similar to the Hurricane Kick, this one comes in very handy indeed!



Throw:

Towards & Hard Punch

A good move, enabling you to get the upper-hand on all of those tricky foes.



Somersault Throw:

Towards & Hard Kick

This move drains a lot of energy from your opponent, leading the way for yet another victory!



Scissor Kick:

Next to Opponent & Hard Kick

Not one, but two wild and crazy hits can be gained from this move!





SAGAT

Sagat used to be the champion, until he was beaten by Ryu, but he now plans to regain the title at any cost. Looking just a little bit like the main baddie in the Van Damme film *Kickboxer*, Sagat has several powerful kicking moves at his disposal. His punches are also dangerous, as are his special moves. Just take a look at his Tiger Uppercut!

PLAY VS SAGAT

Small and nimble characters, such as Ryu, Chun Li and Cammy are effective against him. They quickly jump out of the way of his long and powerful kicks and quickly mount a counter-attack. Sagat uses his lethal Tiger Uppercut to knock down any aerial attacks, so stay low. Hit him with lots of quick, small kicks to strike first blood. Use long, sweeping kicks to knock Sagat off-balance and then leap into the air and deliver a few flying kicks.

Tiger Shot:

D, D-T, T & Punch

Quick, powerful and very painful, this is one attack you won't want to miss out on!



Low Tiger Shot:

D, D-T, T & Kick

Most of the opposition will not expect a low attack such as this and, as such, it's very difficult to avoid.



Tiger Uppercut:

T, D, D-T & Punch

One of the most famous SFII samples can be heard if you manage to perform this special move.



Tiger Knee:

T, D, D-T & Kick

Tiger Shot, Low Tiger Shot, Tiger Uppercut and now Tiger Knee. All equally effective.



Overhead Throw:

T & Hard Punch

A throw you need to get close to the opponent to perform. Ideal for following up with a special move.



High Kick:

Hard Kick

A very high kick this one. Takes the opponent out before they know what's hit them!



Flying Kick:

U & Kick

Plant your foot in to the bad guys face, while travelling at 100 mph through the air — Groovy!



Low Kick:

D & Kick

This moves sweeps the opponent off his feet. A humiliating experience for any fighter.





T HAWK

T. Hawk has entered the tournament with one thought on his mind — revenge. This is because the American Indians native homeland was taken away from him and destroyed by Bison.

He was forced to move his tribe to Mexico and live a life of poverty. He's an extremely powerful fighter, who's only weakness is a lack of speed. Thanks to his Native American wrestling techniques, T. Hawk is a fighter that's very hard to avoid.

PLAY VS T. HAWK

T. Hawk is most vulnerable when attacked from the air, so characters such as Guile and Vega are most useful against him. If the big guy comes towards you, he usually attempts to grab you in a head lock, so try and keep your distance. He is also vulnerable to attacks in the middle of his body, aim your punches for this area for the best results. When he launches into a flying kick, retaliate against him by dealing out an uppercut.

Condor Dive:

U & All 3 Punch buttons

While in mid-air, dive down on your opponent and inflict massive damage to their energy levels.



Thunder Strike:

T, D, D-T & Punch

One of the deadliest attacks T. Hawk can muster, this makes a great finishing move.



Storm hammer:

Press pad 360° and press any Punch

A whirling blaze of death befalls anyone who is unfortunate enough to step in your way.



Neck Slice:

Medium Punch

A bruisingly painful chop, sending most opponents home in a body bag!



Thunder Move:

Kick

A devastating move. Use this to get out of those tricky situations where there's no time for a special move.



Flying Kick:

U & Kick

An excellent move that can cause an opponent to lose a lot of energy very quickly!



Low Kick:

D & Kick

Catch your foe off guard with this deadly sweeping move, then follow up for the kill.



Flying Punch:

U & Punch

An impressive move to behold, which also packs a huge punch when it connects.





VEGA

The man with the iron mask is a tough character to beat, thanks mainly to his agility and special moves. He is of Spanish origins, but combines the skills of a matador with the mastery of Ninjitsu. Vega has a number of mean and powerful special moves at his command, including the Claw Dive and Claw Roll. He's a very good kicker, and his punches contain the added power of his claw.

PLAY VS VEGA

The main advantage Vega has is his speed, so go into the fight on the attack to have any hope of winning. He tends to leave himself open to flying kicks and uppercuts, so go for these moves as often as possible. If Vega has half a chance, he goes for an energy draining throw, keep clear to avoid these. In this sense quick and agile fighters give him the most problems.

Chun Li and her Lightning Kicks can be very effective.

Claw Dive:

D for 2 secs, U & Kick, then Punch

If you're fighting in Spain, you start the move off by leaping up on the wire first.



Face Slash:

Any Punch

A good way to take out an enemy is to punch them with the claw for added energy and power.



Isono Drop:

D for 2 secs, then U & Kick, then A & Punch

Just the same as the claw dive, the only difference being the throw at the end of the move.



Claw Thrust:

D for 2 secs, then U & Punch

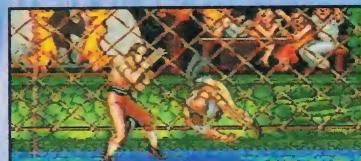
A deadly move that puts the wind up any opponent unfortunate enough to be in the way.



Crystal Roll:

A for 2 secs, then T & Punch

When you use this special move, you roll across the screen and deliver some mean damage!



Backward Roll:

All 3 Punch buttons

Defend yourself from any attacks, while at the same time hurting the enemy's energy levels.



Throw:

T & Hard Punch

A back shattering good move, the throw is one attack you can't afford to be without!



Low Kick:

D & Kick

A good, useful move to make that can knock almost any foe off-balance, before you pound them!





ZANGIEF

The Russian power-house certainly knows a thing or two about wrestling — he used to grapple with bears while training in Siberia! Zangief is definitely a hand-to-hand combat guy, get caught in his Pile Driver or Back Breaker move and it's curtains for you. His main problem is a lack of mobility and jumping. He may be strong, but he can't defend himself effectively against aerial attacks, which in the end makes him a bad choice.

PLAY VS ZANGIEF

Nimble fighters such as Chun Li, Cammy and Guile are best, as Zangief simply can't keep up. When he comes towards you he always attempts to get a wrestling hold on you. If you're quick, kick him in the mid-section and then retreat. Whenever the big guy goes into a spinning Clothesline move, avoid it by ducking down and sliding into him. He's also vulnerable to uppercuts from this position.

Spinning Pile driver:

Rotate pad 360°, T & P.

A tough move to perform, but one hell of an energy-sapper! Use when close to the opponent.



Bear Crusher:

Rotate pad 360°, T & P

A devastating move, this one can only be done when far away from the opponent.



Clothesline:

Press two Kick buttons

A very effective defence against attacks from the air, needed against the nimble fighters.



Face Bite:

Next to opponent & Hard Kick

A painful move to watch, as the Russian rips into the enemy! This one can drain a lot of energy.



Face Crusher:

Next to opponent & Medium Kick

Another rather painful move to watch, this also manages to drain a lot of energy from your opponent.



Siberian Suplex:

Press Pad 360° & Press Kick

A great deal of agony is involved if you happen to be on the receiving end of this move.



Pile driver:

T & Medium Punch

A sure way to drain an opponents energy, without much risk to yourself.



Back breaker:

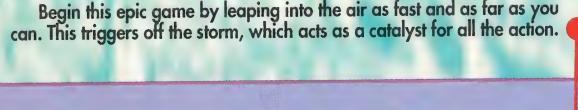
T & Medium Kick

Perform this move and watch the bones crack. You'll be laughing all the way to the Russian Bank!

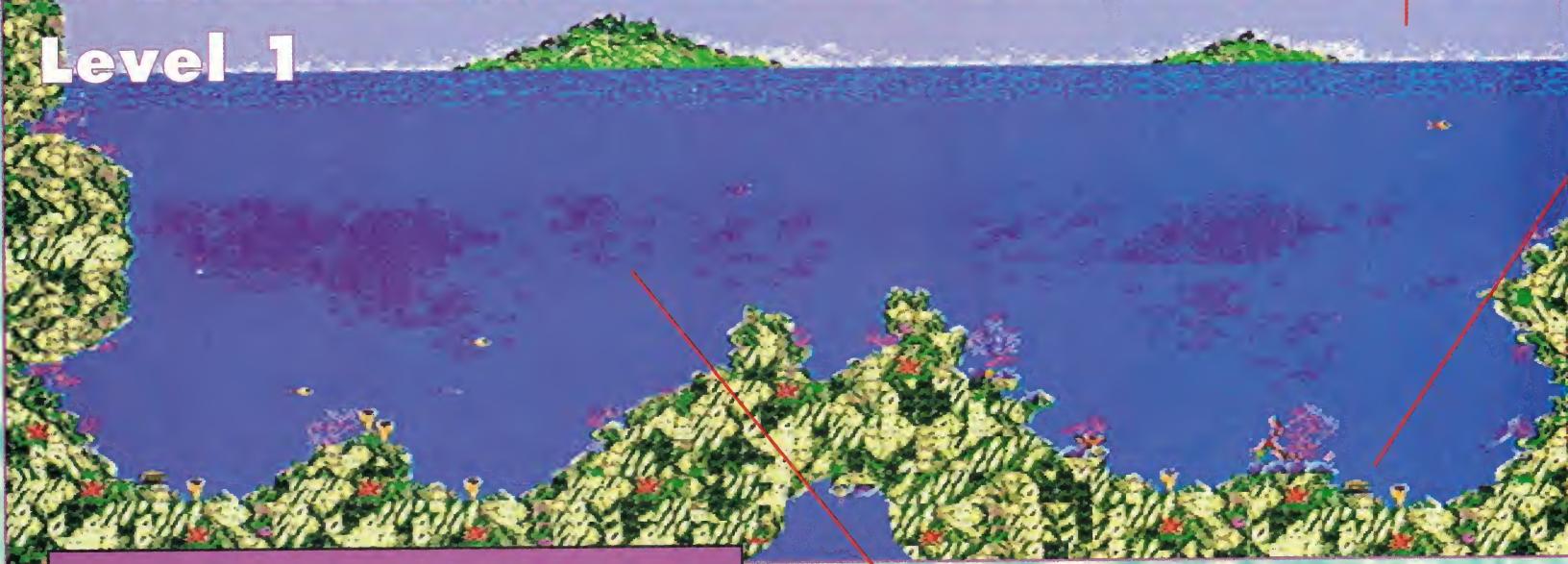


THE TEMPEST

Begin this epic game by leaping into the air as fast and as far as you can. This triggers off the storm, which acts as a catalyst for all the action.



Level 1



This level is more about setting the scene than solving puzzles. When you dive into the air you trigger off a strange supernatural storm that separates you from your offspring. It's a good level to use to accustom yourself with the control of Ecco. You can communicate with other dolphins and find out the low-down in the fishy World by using your sonar. When the storm is over go to the exit to the far right. All in all, this level is just a good excuse to have a bit of a swim and chill out with your Dolphin mates. Don't worry though, things soon heat up, so enjoy the peace while it lasts!

Talk to the dolphins by firing your sonar at them. The little fish swimming about the coral are just for decoration, so they don't respond to your communications.

Storm Level 1



This is the only real task to accomplish on the introductory level. Jump into the air and the storm sucks up everything else from the pool in a huge whirlwind. Afterwards, go to the exit on the right.



Ecco, usually quite content to swim around, eat fish and play (lucky for some) has been separated from her youngster or pod, and has to try and reunite with the little one. Not an easy task by any means. To do this she must overcome the perils of 13 huge under-

water levels and assorted baddies, including strange aliens! Still, no need to emit a high pitched sonar squeal of dread, SEGA XS is here to ward off all water-related worry in the deep blue sea, with a top solution to the latest Master System classic. It's Fin-tastic mate, and no self respecting dolphin should leave home without it!

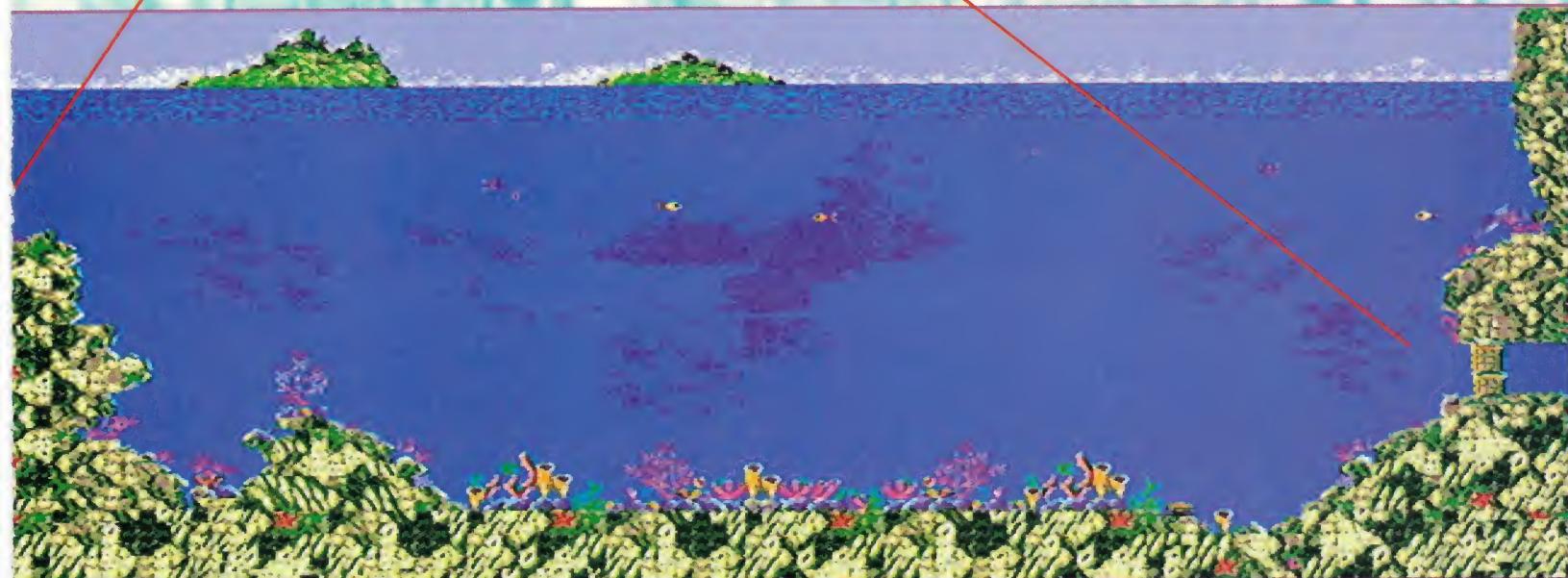
**MASTER
SYSTEM**

ECO THE DOLPHIN

SEGA • SWIM-'EM-UP

On the seabed are clams. If you shoot a sonar beam at them, they release bubbles that, when collected, replenish all your energy and air!

The exit to the level is only unblocked after the massive, unnatural storm has subsided.



MEDUSA BAY



Jellyfish sap your energy with their stinging bodies. If you rush around like a maniac you're likely to bump into these slow, but dangerous, sea creatures.

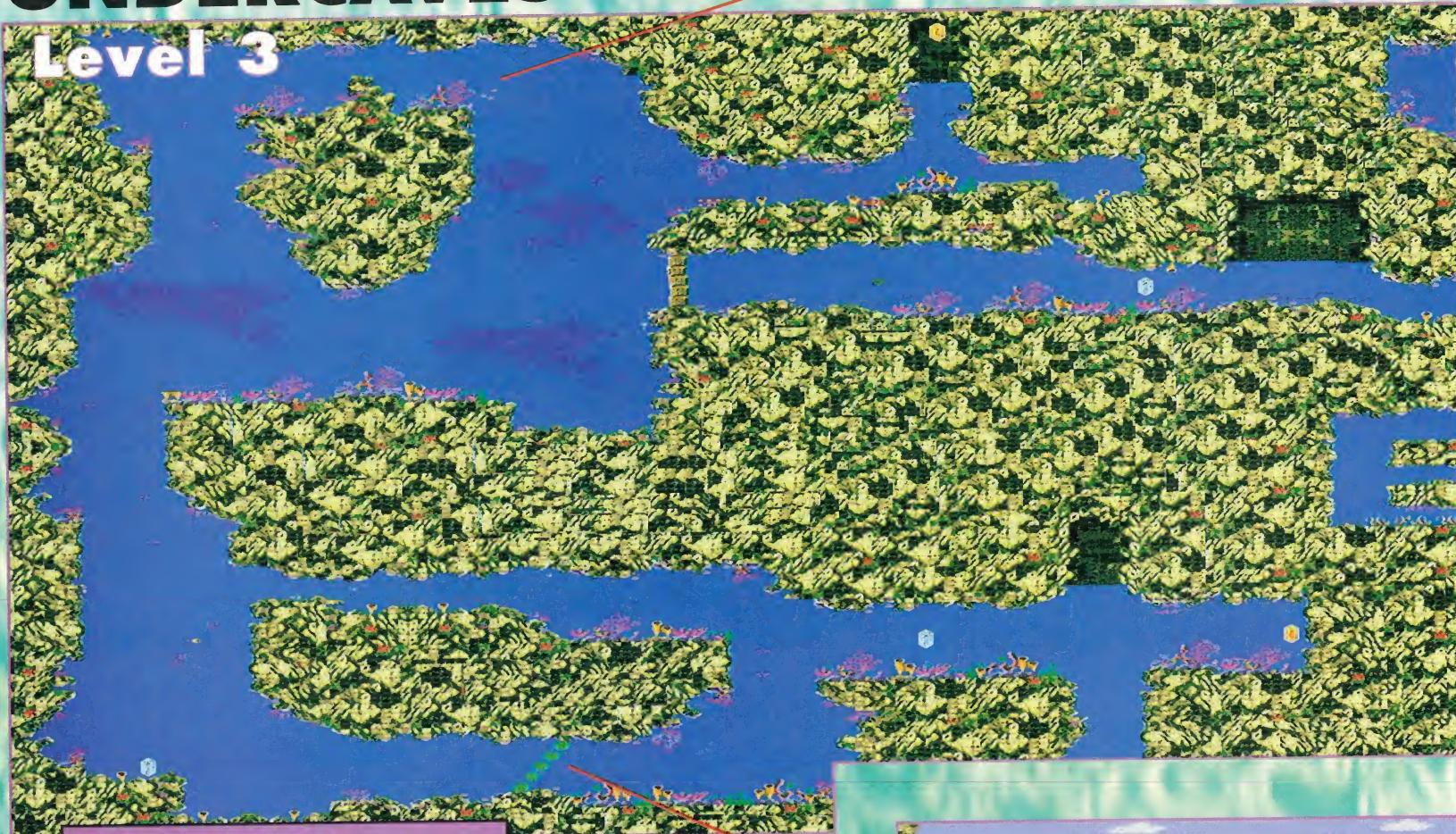
Push this block from the left so it falls on the spiky coral. Go back around and push the stone through the tunnel, flattening all the coral blocking the way. Keep pushing it, until it traps the nasty black fish waiting in its lair. Talk to the Orcre for information and nudge the key glymph stone until the colour vanishes, meaning you have the key to the exit (activated by sonar).

Time to use your large Dolphin brain and solve a puzzle! Dive to the deepest cave, using air efficiently, and unblock a tunnel made unpassable by tangled coral. The aim is to grab the key glymph from the crystal, hidden in the cave after this tunnel. The first appearance of the black piranha-like fish is here, and, if you don't make efforts to trap this nasty beast prepare to be served up as dolphin chops! Don't waste time and air on the empty caves we expose in this map. Instead stick to the mission.

UNDERCAVES

Level 3

Use your sonar to push the stars towards the wall. When they touch, the wall vanishes. However, make sure you have the key glymph in your possession before attempting to pass the glymph stone after the wall.



You must shift your intelligence up a gear in this tricky level, as puzzles appear thick and fast, all demanding exactly the right procedure to be cracked. If in serious trouble, turn to the clear glymph stones for a helpful hint or tantalising clue. You don't have to talk to the glymph stones or other sea inhabitants, like the orcs, unless you want to take your time on the level. Work your way clockwise around this level. Speed is of the essence now, as air is not in huge supply below the ocean surface.

Hit this wall at speed by pressing both buttons. This causes a large section to disappear and you can go to the glymph stone for a vital clue to the mission.

Level 4

Make sure you stack these two blocks to prevent the fish from attacking you. Grab the key glymph and some air and, if you feel like it, rescue the second pod from the big cave up to the right. Communicate with the key to receive instructions on how to accomplish this.

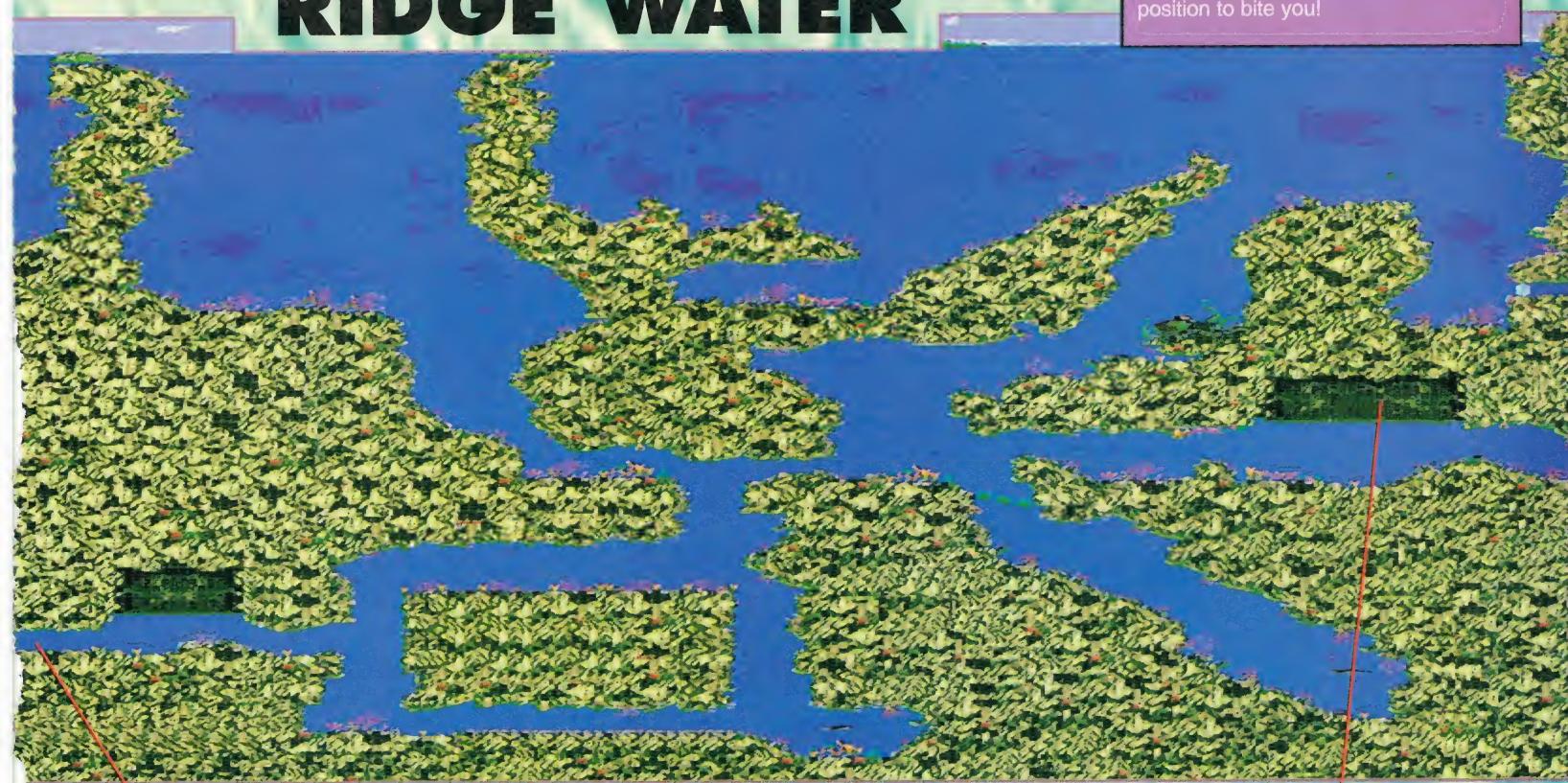
Push this block over the gap and use it to flatten the coral. If you mess it up, then go back as far as the cave with the air to replenish, before attempting the problem again.

Move very slowly past the octopus or it strikes you viciously. Grab the key glymph and avoid the crab, which has an annoying habit of homing in on you.



RIDGE WATER

The caves are becoming less broken up from now on, and increasingly more difficult to negotiate using Ecco's already limited air supply. A sub-mission appears in this level. You meet an exhausted mother, who's too weak to rescue her pods from the undercaves, where the storm hurled them. If you decide to help, then you will be duly rewarded with the ability to shoot at the lesser sea creatures. You will realise just how useful this is when you reach later levels. Prepare to make some big jumps over rocks on the surface, and never leave that evil black fish in a position to bite you!



Hit this puffer fish to gain easy access to another of those pesky moving block problems.

A pod is situated here. If you return it to its mother above, in the open water, you receive a nifty sonar song in return for your troubles. Effectively, this means you're able to blast the jellyfish when you meet them with your sonar.

OPEN WATER

Level 5

These sharks are a real pain. They rush towards you and generally make things difficult. Avoid them by jumping above the surface of the ocean. It takes a long time to reach the other end, so keep your reflexes tuned. Don't rush too much or you'll only end up committing a dreadful blunder.

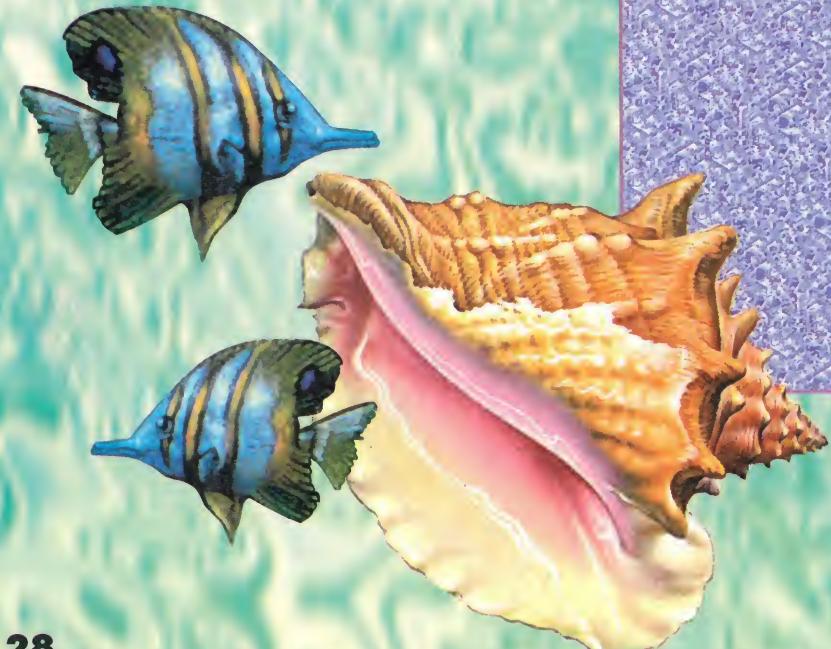
The open ocean is a terribly dangerous place. Shark invested waters make this a tough expanse of water to cross. It's fairly featureless in the way of exploration, but the sharks keep you so busy, you don't want to cope with any other obstacles. The sharks all have the same attack strategy, and it's best to jump over them on the surface of the water. You may get a bit of a battering on the first go, but get used to it because you need to cross these waters again after the cool and icy level 6, only in the opposite direction.

This level tests your dolphin skills to the limit, so hopefully you have got to grips with the marine mammal's movements by now! The open ocean separates the minnows from the big fish, but it's all worth the effort of reaching the next level, as there the game takes on a whole new look. Happy swimming!

Jump onto the ice and slide to other gaps further along to progress past this section of the level.

Level 6

COLD WATER

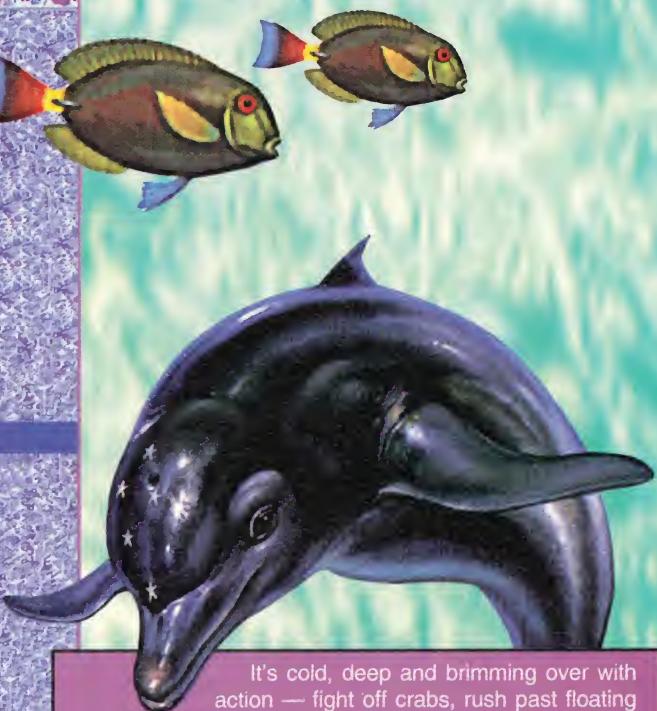


There is nothing of use to be found on the ocean bed, and it is perilous to try and avoid the sharks down here. Instead stay on the surface for safety reasons.

Jump high over the first shark, then slow right down when you submerge to give yourself time for a quick breather before the next shark attacks.



The end of the ocean and the beginning of the arctic waters. You know when you've reached the safety of this icy wall because the sharks stop attacking just before you get here.



It's cold, deep and brimming over with action — fight off crabs, rush past floating ice blocks, solve problems and have a chin wag with a big blue whale — in the ice level. All in a day's work for a super smart dolphin like you. The crabs are very annoying as you always seem to confront them in tight places.

Air to breath has never been in such short supply and this is where Ecco is most likely to find herself lacking oxygen. Small bubbles pop from Ecco's snout when she is short of breath and in trouble, so heed the warning signs. If you see this happening, go for the nearest air. Mind you, if you have passed a glymph gate, it may shut behind you, sealing you inside. This either means certain doom or a frantic rush to finish the section before the air runs out!

Have a little chat with Big Blue over here and he informs you that you need to find the Asterite, the wisest living creature in the sea. After this collect the key glymph behind him and head back from whence you came!

Push the left block off the ledge and flatten the coral. Park the block in the gap to the left. Push the other block off and trap the nasty fish in the usual style.

Level 7

More open ocean to traverse. It takes a long time, but, if you're fearless and keep a cool head, it's no problem at all. Just avoid everything coming at you and reach the other side as quickly as your fins allow. After all it's only the original ocean level in reverse, so how difficult can it really be?

Take a deep breath and dive, firing all the way. Take another breath at the next cave if you want, but, after that, be extra careful not to waste precious time.

Level 8

This channel is too narrow for an overweight dolphin to squeeze through, although later in the game it does have a specific purpose — just wait and see!

Look out for vital clams that can replenish your energy and air.

Vital air top up. You would be wise to take a small breather before ploughing further down into the stony depths below.

Watch out for these spikes that line the side walls of the cave tunnels. They're deadly to touch, so don't!

DEEP WATER

Deep water is a one way trip — straight down! Killer crabs lurk in the caves and air is in shorter supply than it has ever been. Fight your way down to talk to the oldest living creature in the sea, known as the Asterite, and strike up a deal with it, concerning your pod. It will help you find your pod, but only if you agree to go back in time to find a missing element to its Helix Form. Quite a fair deal don't you think? Luckily, when you find the Helix, and have another chinwag, afterwards you don't have to go all the way back to the start, but automatically progress to the next level.



Direct your sonar at one of the dishes of this time machine and Ecco soon spins in a time warp, that sends him into the prehistoric era. Make sure you have initiated the sequence first by firing at the crystal below.

Knock these barriers out of the way to progress further into this treacherous level.

Explore the submerged city of Atlantis in a quest to find and use the Time Machine. The block pushing problem on this level is a tad harder than the previous ones and requires a good degree of thought. Much dodging of moving blocks is required and some tricky high jumps must be attempted. The whole level has a soft purple aura and you can really feel the haunted atmosphere of these ancient ruins. Once again, air is not in great supply, so move as fast as you can through all the deep water sections, such as the right hand side of the map for instance.

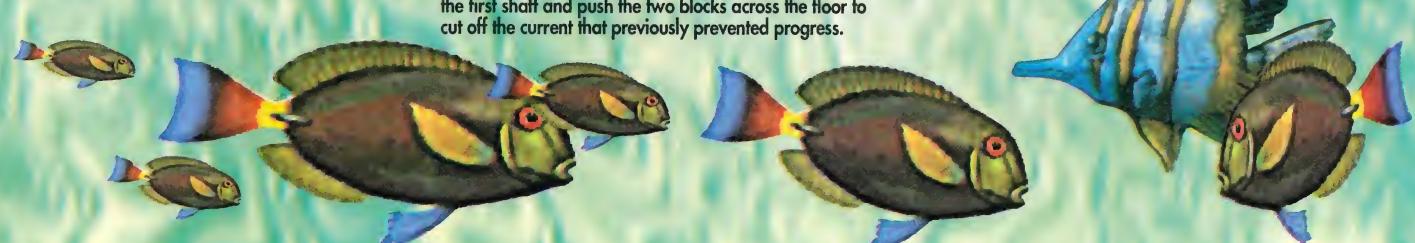
Level 9



THE CITY OF FOREVER

Jump high and to the right to clear the high walls. Watch out for the lone jellyfish rising up the side to the right.

Grab this clam. Then stack both blocks on the floor under the second of the thin shafts. Return to the little room under the first shaft and push the two blocks across the floor to cut off the current that previously prevented progress.



DEEP WATER



After using your sonar on the stone to the left, jump in the air and fire your sonar again. A prehistoric bird now gently picks you up and drops you on the other side of the tall column of rock to the right of this indicator arrow.

The first of the Jurassic levels. You may expect terrible monsters but the main prehistoric encounter is with an obliging leather-winged bird, who gives you a friendly lift over high ground. Do not get complacent though, as there are a lot of carnivorous fish that would love to gobble you up. The underground caves are deep and long, and it's a rush to survive the experience. Search out the orange and yellow key glymph stones to pass through the gate glymph stones at the end.

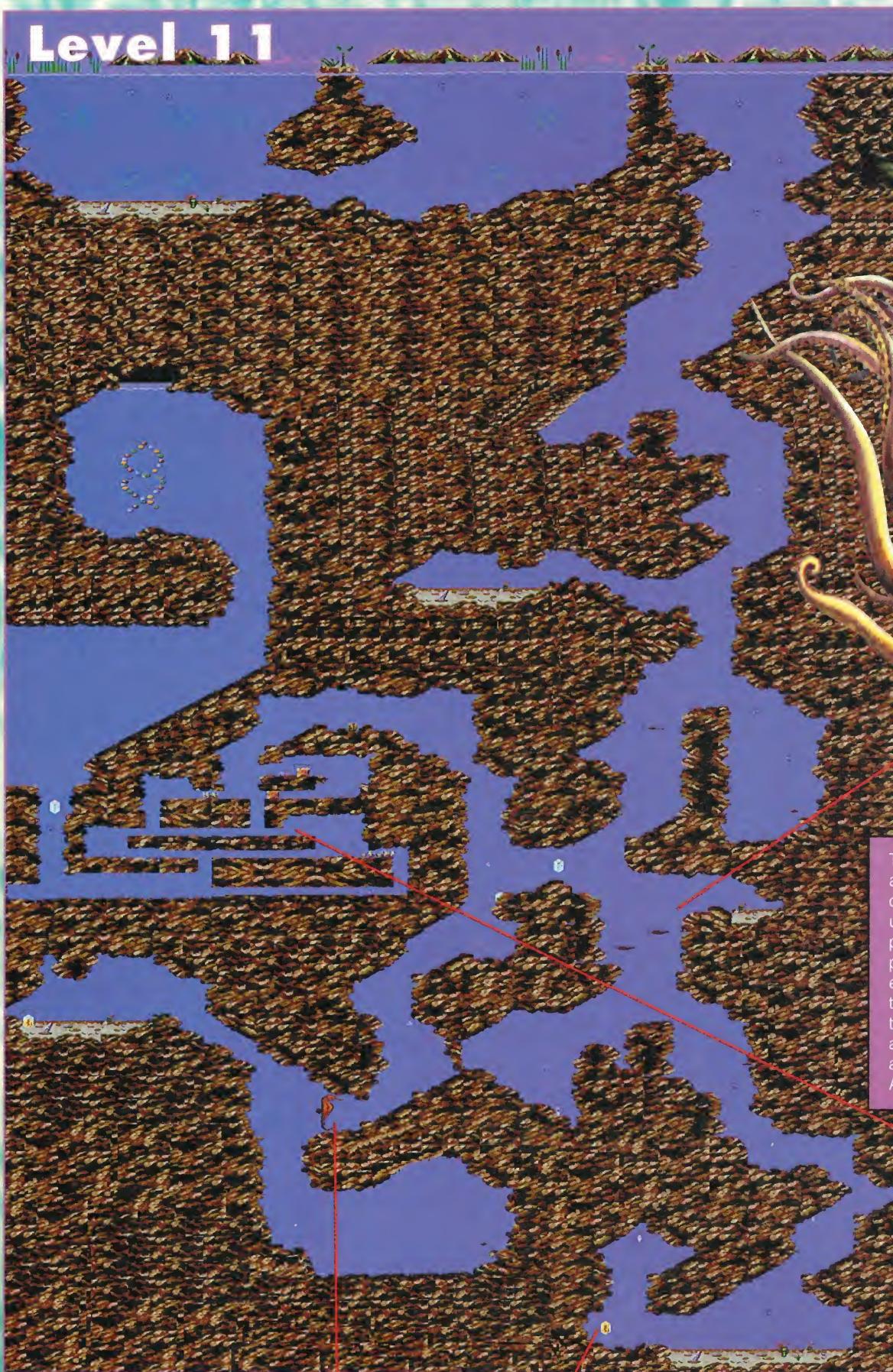
Level 10



Always be sure to access the key glymph stones, before progressing any further into the level. Failure to do this means the level won't open up for you.

This sponge acts in the same way as the clams did and replenishes all your air and energy. Stack the two blocks and push them to trap the fish. Be careful when doing this though, as there is a slight dip in the ground before the fish and this can topple the blocks if you are careless in your actions.

Level 11



Knock this seahorse hard three times and it vanishes, you can now get the keystone without any problems.

Grab this key to unblock the way forward above.

DARK WATER



This dark and gruesome Jurassic beast may be small, but he has many friends just like him. They all seem to home in on Ecco. Shoot quickly or evade altogether!

The second massive Prehistoric level is a winding labyrinth of submerged caves. Expect to be hounded by the usual beasties and prepare for the problems caused by a lack of air top-up points, which means speed is of the essence. When you eventually reach the Asterite, hit three different balls of the same colour (they flash when hit) and you start the timewarp sequence and obtain the vital component the Asterite wanted you to grab.

Stack the blocks on top of each other to trap the old black fish with the big teeth. Make sure you have the key stone or you will have to go all the way back to get it!



CITY OF FOREVER

The key to solving this level is to flatten this coral from the right and then push the block over from the left.

This level is identical to the previous City Of Forever level, apart from this section which contains the toughest block problem in the entire game. Without the help of this map it would be a lot harder to wrap your head around, but stack the blocks, as indicated below, so they overcome the fast rushing current when pushed. When overcoming this devious and vast level you finally get to face the strange aliens that are the source of all the terrible sea storms.



Stack the blocks here after working them down from the above tunnels. They overcome the strong current blasting in Ecco's face, so you can progress at your leisure.

Cartridge supplied by:
SEGA,
Tel: (071) 373 3000



SUMMARY

GAME NAME: Ecco the Dolphin

TIME TO COMPLETE: 3 days

HIGHEST SCORE: N/A

NUMBER OF LEVELS: 13

DIFFICULTY: Medium

If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

The Tube



This is a far cry from your average tube ride. Dodge the walls and the alien robots in order to survive. The action's frenetic, so don't just turn left or right. Instead, use your high speed ability where necessary. The tube is long but moves quite slowly.

Shoot these aliens with your sonar. However, they are tough cookies to crack! It takes three goes to completely blast them off the screen and into oblivion.

Level Codes

LEVEL 1QFFUB
LEVEL 2OJJEC
LEVEL 3WNVKD
LEVEL 4UCERJ
LEVEL 5KNVAF
LEVEL 6CKRMG
LEVEL 7CKJWH
LEVEL 8MYISJ
LEVEL 9YUKOV
LEVEL 10GSCQM
LEVEL 11UYPKC
LEVEL 12YAPOW
LEVEL 13QWQCK

These blocks may trap you, so manoeuvre around them while following the direction the scrolling screen dictates.

The 'Machine' is a completely new type of gamestyle, so get ready to rumble! The screen scrolls in all directions, so keep up with it if you want to succeed. Your path is blocked by various chunks of metal and high walls. Find the gaps through these obstacles, and create a route through the maze. It's easy to trap yourself and fail, so a keen eye for the next gap is essential. If this wasn't enough for a poor little dolphin to handle, you also have to contend and do battle with gruesome aliens that slither towards you with tentacles flailing. Headaches ahoy!

THE MACHINE

Level 13



Final Alien

Bless your dolphin luck if you've made it this far! Small aliens pop out from above, one at a time, into the confined space in order to attack you. Deal with them, while simultaneously attacking the alien boss. First shoot his eyes out of their sockets, before knocking the jaw out. Its jaw returns three times, before dying.

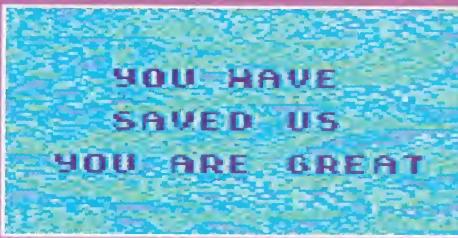


Look for gaps like this. Sometimes they are very small, but Ecco can still wriggle through, if you're quick enough.



Reunited

This is the last sequence, where Ecco leaps through the water, reunited with her little family. After all she's been through, you'd think she would fancy a nice lie down. Still, by completing the game you've gained the respect of the dolphin community and it's well deserved too!





BRUCE LEE: THE MAN AND THE MYSTERY

Bruce Lee was born in San Francisco in 1940, which, spookily enough, was the Year of the Dragon! He moved to Hong Kong as a young child, where he soon discovered the joys of martial arts. By the time he was 18 he had managed to find himself in trouble with the local police. This was because he had a tendency to street fighting.

Fearing the worst for Bruce, his Dad told him to go to America and make a fresh start. Arriving with hardly any money to his name, Bruce managed to pay for his college fees by taking up a part-time job as a chef. Sadly, he lost the job after he accidentally sneezed into a customers soup bowl, so from there he took a job at the local gym, where he taught karate to the masses.

It was while he was working he developed his own style of martial arts — Jeet Kune Do, or The Way of the Intercepting Fist. This new style brought a more spiritual side to fighting, which was popular amongst his pupils but was shunned by the so-called traditionalists.

To prove them wrong, Jeet Kune Do was a huge success and it even landed Bruce the starring role in a 60's television series, *The Green Hornet*. After this a film offer came in for *The Big Boss* (aka *Fists of Fury*), which needless to say was a huge success, giving Bruce a springboard to films such as *Way Of The Dragon* and its sequel *Enter The Dragon*.

Enter The Dragon was a massive box office hit which propelled Bruce into the ranks of the superstars. However, before the film could open Bruce mysteriously died! To this day, no-one knows why, although many theories have been put forward. These include a heart attack from too much exercise, murder by the Chinese Mafia for giving too many secrets away in his films, assassination by a rival studio, a drugs overdose and our personal favourite, he was hit by a death touch (basically, a delayed death after being hit by an assassin). Such is the impact Bruce Lee left on the world a movie of his life was made last year, followed by the Sega Drive game. If you're having trouble beating up the baddies, fear not, simply read on for the exclusive lowdown on all the vital moves!



Bruce Lee lived his life marching to a different drum beat. His knowledge and skill of the Martial Arts made him a household name world-wide. It was a great blow to his fans when he mysteriously died in the late 1970's.

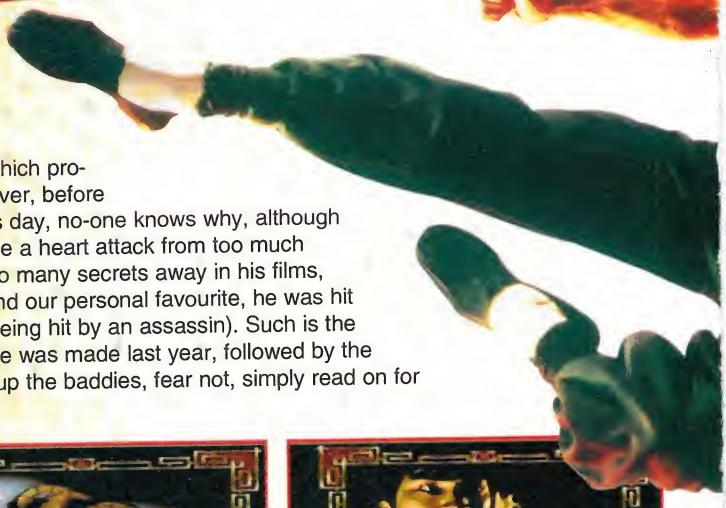
As a tribute to the great man, a film of his life was recorded and released last year. It was a huge success and it was no surprise really that a computer game followed. Programmed and published by Virgin, *Dragon: The Bruce Lee Story* is one of the most playable games released so far this year; offering up to three players the chance to fight against each other. A great game deserves a great solution, so who better than SEGA XS to get on the case and crack the game wide open?



"YOU WERE BORN IN A SAN FRANCISCO HOSPITAL."



"I SAVED IT FOR YOU,
FOR A DAY LIKE TODAY."



MEGA
DRIVE



"THE MONGS WHO YOU ARE!"
"THESE MIRRORS WILL
PROTECT YOU..."



"YOU WILL DIE IN HONG KONG.
I'VE SEEN IT IN A DREAM."

SEGA • CHOP-EM-UP

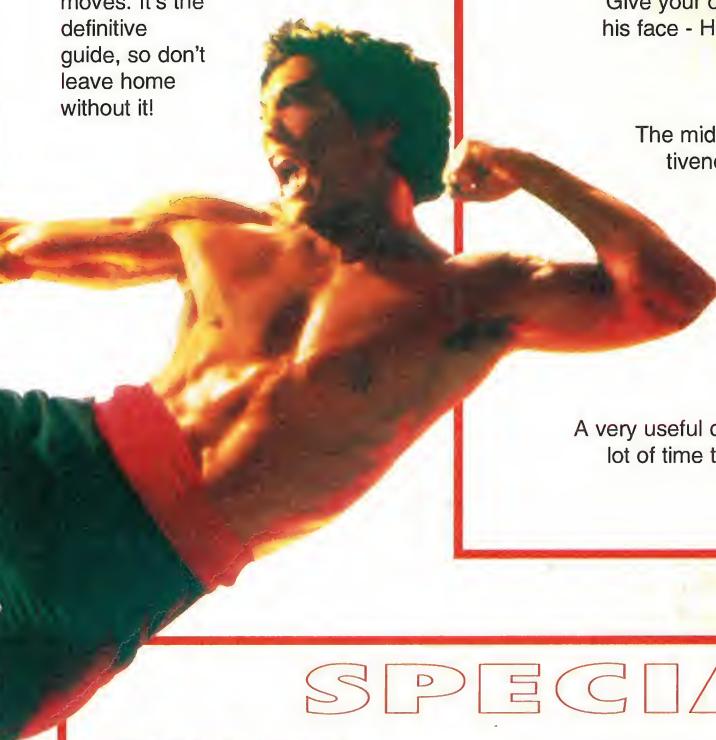
DRAGON

THE BRUCE LEE STORY

YOUR MOVES

You can only choose one character to play as in the game, old Bruce himself, but that doesn't mean that only one player can take part in the game. Oh no, in fact, up to three players can join in with the fighting — taking on the enemy or just fighting each other!

Even though the game's great fun to play, it's still frustrating when you can't do all the moves. However, help is close at hand. To make sure you gain the upper-hand on your friends, here's a handy guide to all of Bruce's basic and special moves. It's the definitive guide, so don't leave home without it!



BASIC MOVES

Back Flip = Diagonally Back

A very useful move this. If you get into a spot of trouble with your opponent, all you need to do is press diagonally back and you acrobatically jump away from the action.

Block = Back From Opponent

You always need to block during fights; not only does it save you costly energy, but psychologically it gives you the edge over your competitor if he can't hurt you.

Left Punch = Y

Give your opponent something to worry about by planting your fist in his face - Hard! That will teach him to mess with a world class karate master, won't it?

Mid-Kick = A

The mid-kick is one of the best moves in the game for pure effectiveness and you can also use it again and again in quick succession to blow an opponent away.

Right Punch = X

A useful move forcing your rival to think twice before he comes near you again. The punch is not only easy to perform, but it also causes a lot of serious damage!

Roundhouse Kick Combo = B

A very useful combo to perform, with the only drawback being it takes a lot of time to actually perform it. Despite this the move inflicts a lot of damage, oh and it looks good too.

SPECIAL MOVES

Ankle Slash = X + Down

Painful and effective, this move really lays it on strong and fast. Take that, punk! Mess with me and I'll mess with your ankle (or something).



Flying Kick = Diagonally Jump + Kick

One of the best looking moves you can perform, freak your opponent out by flying across the screen at super speeds, before planting your foot firmly in his face!



Jump Kick = Up + B

A simple move which usually catches your competitor off guard. Let him come towards you, and then just jump into the air and kick him in the face. Simple, yet effective.



Knee = Close to Opponent + A

This is the move guaranteed to bring tears to your eyes! Stand close to your rival and knee him in the place where it hurts most. Every blokes worst nightmare realised!



Slashing Chop = Jump + Y or X

Powerful and fast, this move brings the whole weight of Bruce's body down on your opponent! An added bonus is the fact you can perform it over again without slowing down.



Sliding Crouch Kick = Down + B

Useful for avoiding your competitor's high kicks and punches, it's also very quick to perform. Particularly effective against the later opponents, when accuracy is vital.



Stamp Attack = Down + Y over Stunned Opponent on the Ground

A good move to do when you've managed to knock your rival to the ground. Simply stand over him and press the buttons. It causes a lot of damage to the opponent.



Split Kick = Stand In-Between Two Opponents + Kick

This is definitely one of the best moves in the whole game, with the only drawback being you need to have two opponents on screen at the same time to pull it off!



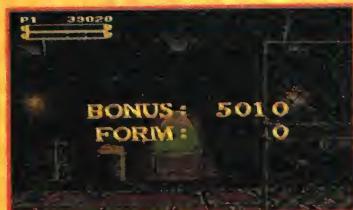
Throw = Stand Next to an Opponent and Press X + Backwards

A great move for damaging your opponent, especially if you follow it up with a flying kick for maximum effectiveness! A bouncers favourite move (probably).



POINT TO PROVE!

Everyone loves to see their name on the high score chart. The question is; how do you get the most points? The points awarded in the game are worked out in two categories — one for how many times you hit an opponent and how much damage you cause them, and the other for the technique you use while beating them. A good tip to get maximum technique points is to always have plenty of variation in your attacks, try not to continually use the same moves again and again.



If you seem to continually get beaten up by your mates and opponents, you really need to put in a bit of practice on the training screen.

As you can see from the screen shot, there are three punching pads to aim for (one for high punches/kicks, one for medium and one for low) which you attempt to hit without being struck by the three sticks, which continually rotate round the pole. It takes time and perseverance to get it right, but it really is a good way to perfect your jumps and agility.



IN THE GYM!

THE FIGHTING MODES

There are three different fighting modes in the game for Bruce to beat the heck out of his opponents with. The Chi Meter, located just underneath your energy bar, shows you the Mode you're on during the fight. The more you hit your opponent, the more the bar goes up, but every time you take a hit the bar goes down!

Normal Mode

This is the Mode you start the game on and it consists of your basic punches and kicks. It's a good idea to familiarise yourself fully with all the different moves at Bruce's disposal, while in this mode. It's a useful enough mode against the early, weaker opponents, but just wait until you see the Mantis mode. It's mad!



Preying Mantis Mode

In this mode not only are you twice as fast, but all of your kicks and punches are much more powerful. You can also perform a backwards Roundhouse kick. The lightning speed in this mode is a valuable asset in dealing with any enemy, causing a blur of punches and kicks at the touch of a button. On the downside you lose Chi whenever you launch an attack.

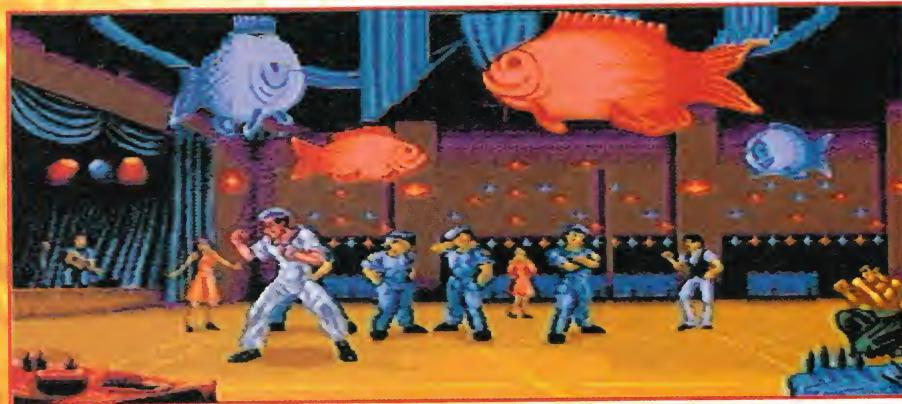
Nunchuka Mode

The last and most powerful mode gives you all the powers of the Preying Mantis as well as some handy Nunchukas (which are needed to kill the Phantom in the last level). If you can build your Chi level up to this standard then you should be able to beat your opponent fairly easily. Even the toughest will under a Nunchuka attack!

YOUR OPPONENTS

In the one player game, you follow a strict order of opponents. They may all seem a bit daunting as you start to play the game, so especially for your enjoyment, we at SEGA XS have sorted out every bad guy and found all their weaknesses.

Level 1 Dance Hall



CRAZY SAILOR

While attending a ballroom dance, poor old Bruce bumps into a drunken sailor, who promptly asks him for a fight. Of course, never one to turn down a challenge, Bruce agrees and so ensures what we in the biz call a spot of fisticuffs.

His Attacks: He throws a chain at you, which catches you around the neck before throwing you to the ground. He also uses kicks, upper-cuts, rolls and mainly punches against you. The chain and upper-cut are particularly lethal, so don't crouch near him or he gets you with his chain.

Your Attacks: Use lots of flying kicks against him and get close, before using a flurry of punches to break him down. He usually blocks most of your blows, but keep at it to win.

THE MAD CHEFS**Level 1 Attack**

Winning the first battle can be quite tricky. If you get in close to the Sailer, the nasty brute simply punches you in the mouth! On the other hand, if you keep your distance, you end up getting whipped!

**Level 2/3****Kitchen/Alleyway****Level 2/3 Attack**

More problems arise in these two levels, when Bruce has to overcome three nutty chefs. First, he gets caught up with the head chef while still in the kitchens, but once he's defeated that nasty piece of work, along come two others who attempt to nab the poor blighter in the alleyway! The most important thing to remember about these barmy cooks is they all carry two sets of cleavers around with them. This makes it very hard to get in close and do some damage, so the best bet really is to resort to aerial attacks — try the double kick move for the best results.

When Bruce returns to America as a bright and nimble 18 year old, he finds he's a bit strapped for cash, so he gains employment as a chef. Problems arise, however, when he gets himself into a fight with the three chefs who work there.

Their Attacks: You fight three opponents in all (first the head chef and then his two mates). They head-but you and attack you with some vicious spinning blades. They also jump and try to get to either side of you, so they can launch an attack from both sides. Keep an eye out for their lethal Torpedo Jump Attack!

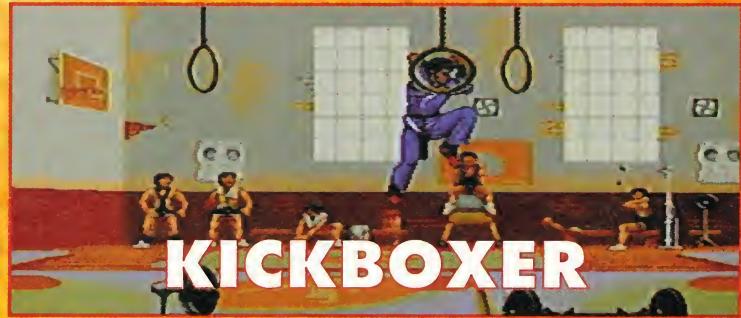
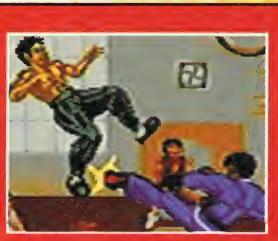
Your Attacks: Mainly use jumping kicks against them. Never concentrate too much on one particular opponent, as the other always catches you unawares. When they get to either side of you, jump up and Split-Kick them.

Level 4 Seattle Gym

While in college, Bruce vows to stay in peak physical condition, so he decides to join the local gym. Problems arise though, when he manages to find himself in trouble with the local bully, who challenges him to a fight. Ever the hard man, he agrees to this and sets out to make his opponent eat his words.

His Attacks: Not surprisingly, your opponent uses a flurry of kicks against you. When he gets near you he also sends a few well aimed punches in your direction. Watch out for his roundhouse kicks, they're lethal!

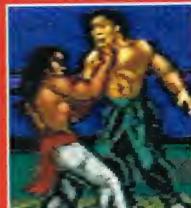
Your Attacks: Use lots of chops and punches to defeat him, especially the cool chop to the top of the head. When you get in close; use your throw attack on him. Try to remember to block all of his kicks.

**KICKBOXER**

Quite what this Kickboxer thinks he's up to messing with a martial arts black belt master is beyond me, but as these pictures show, he can't be taken too lightly! Keep an eye out for his lethal kicks... Ouch!

Level 4 Attack

Level 5 Oakland Gym JOHNNY SUN



Levels 5 and 6 present even more problems for Bruce as he finds himself up against a man with an attitude problem and a girl with a big stick! Yipes!



Level 5/6 Attack

FEMALE GLADIATOR



Level 6 Chinese Film Set

After recovering from the fight with Johnny Sun, Bruce decides he's a pretty hard guy really. A big problem arises though, when he is challenged by a beautiful woman to a dual. To make matters even worse, she comes into the combat armed with a great big pole of all things AND she's not afraid to use it!

Her Attacks: She can jump right over you and land on the other side to put you off your fight. Her favoured attack is to poke you in the groin with her stick! Watch out for her rock-hard blocks.

Your Attacks: Flying kicks are what's needed here, and lots of them at that. If you can help it, try not to get in too close or she batters you down with her vicious stick. She tends to block most of your attacks, but persevere and she eventually crumbles.

That darned Kickboxer and the man with the attitude problem are back again! Can you believe it? Oh well, maybe they're suckers for punishment, eh?

Level 7/8 Attack

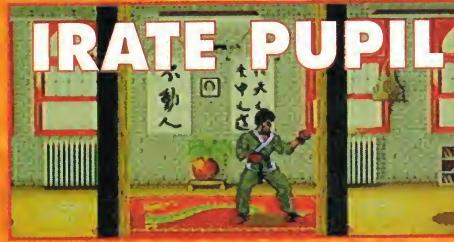


The Way of the Intercepting Fist is a huge success, with fan after fan turning up to witness the master in action. Things get a bit more serious though, when one of these so-called fans turns nasty and challenges Bruce to a one-on-one fight. It's a challenge he can't refuse, really...

His Attacks: The pupil tries to use sliding kicks and flying kicks to stun you. Once he has caught you out with this he hits you with a powerful Jumping Roundhouse Kick. If you let him get in too close, keep an eye out for his bear hugs, which really drain your energy.

Your Attacks: Turn the tide on the pupil by hitting him with flying chops, mid-kicks and flying kicks. This sends him flying to the ground, so when he does this remember to stamp on him, inflicting even more damage!

IRATE PUPIL



Level 8 Long Beach Stadium



JOHNNY SUN

Johnny Sun's back, and this time he's stronger than ever! You have 60 seconds to beat him, thanks to a crazy challenge that you issued in an attempt to prove your skill. Can you do it? Have you got what it takes? Or will you end up walking home with your head

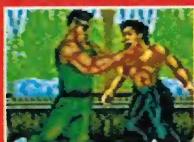
down? Either way, you automatically progress to the next stage.

His Attacks: Johnny mainly uses jumping kicks and punches, so keep an eye out for these. He's much more intelligent this time around as well, as you can see by the way he continually moves in and out of combat all the time.

Your Attacks: Simply use the same method of combat that you used the first time around! Keep the flying chop attacks raining in on Johnny until he can't defend himself. Now simply finish him.

Level 7 Bruce's Kwoon

Level 9/10 Film Set/Under the Icehouse SOLDIER



This renegade from Rambo is a bit of a hard nut, really. In the time it takes to boil an egg, he could have you off to the hospital in a black body bag! He has some lethal attacks up his sleeve, including a deadly mid-kick and a bone-crushing strangle-hold.

While filming his new film, *Fists of Fury*, Bruce is confronted by yet another challenger who

wants a piece of the action. Bruce never hangs about and quickly makes up his mind. Consequently, ever the obliging one, Bruce agrees and off they go!

His Attacks: He has three attacks in all. The first being a quick dual before he slips off and starts throwing blocks of ice at you, before resuming the fight again. Punch or duck under the blocks of ice. His favoured attacks are mid-kicks, upper-cuts, elbows and sweeping kicks.

Your Attacks: Defeat him using Mode Two (Preying Mantis) lightning kicks and stamping on his head when he goes down. To get the stamp to work successfully be quick getting into position above him.

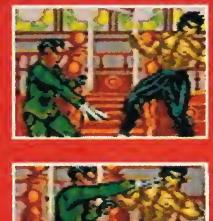
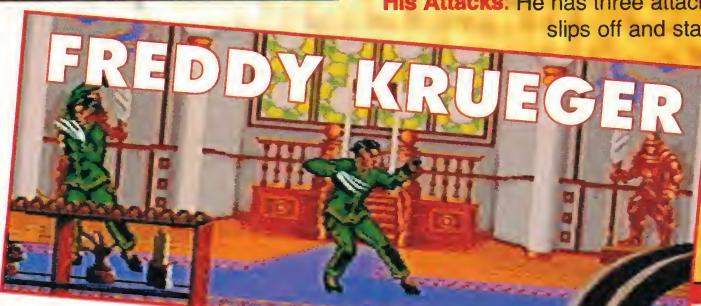
Level 9/10 Attack

Level 11

The Man of your Dreams is back, and this time he's hanging around the set of *Enter the Dragon*! Well, OK, so maybe it isn't really Freddy, but one things for sure, he's going to give you nightmares!

His Attacks: Watch out for this guy's vicious claw attacks, he rams them right into your face! He can also do a mean spinning mid-kick and a windmill claw attack. He is very agile and jumps and flips all over the place.

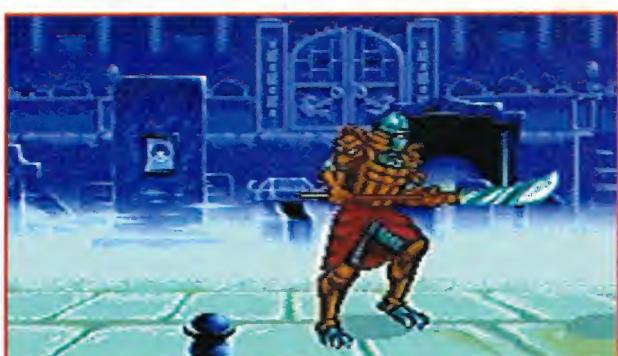
Your Attacks: Roundhouse kicks and mid-kicks are your best bet. Always be wary about getting in close because Fred can strike with his claws at any time. Dodge his attack and then launch your own.



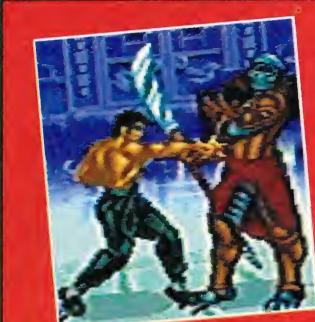
Enter the Dragon Film Set

Level 11 Attack

Fred may be unstoppable in your nightmares, but once you have him out in the open, he's vulnerable to any attack of Bruce's attacks.



Level 12 The Graveyard



The last foe you have to face can be a bit tricky to take out. Use the attacks recommended in the main text and then go in head first with your Nunchukas. Next strangle him, and you, my friend, have just won the game! Hurrah and three cheers for SEGA XS — probably the best magazine in the world!



THE PHANTOM

Level 12 Attack

SUMMARY

GAME NAME: Dragon: The Bruce Lee Story

TIME TO COMPLETE: 1 day

HIGHEST SCORE: N/A

NUMBER OF LEVELS: 12

CHALLENGE RATING: Medium

If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

Over the years, Bruce has had terrible nightmares about a giant Samurai figure who always tries to kill him. Indeed, it is rumoured the very same Phantom killed his Father! The demon has come for Bruce's son, so it is now up to you to save the day and kick some butt!

His Attacks: The Phantom uses quick and deadly slashes with his scythe to bring your energy down. He is also prone to suddenly lashing out with his leg and kicking you where it hurts. Ouch!

Your Attacks: The best way to defeat this nasty piece of work is to use flying chops to stun him and then force him into a corner. Once you've done this, just keep on hitting him and he's dead! To finish him off once and for all, power up to Nunchuka mode and strangle him with this groovy weapon.

Cartridge supplied by:
VIRGIN

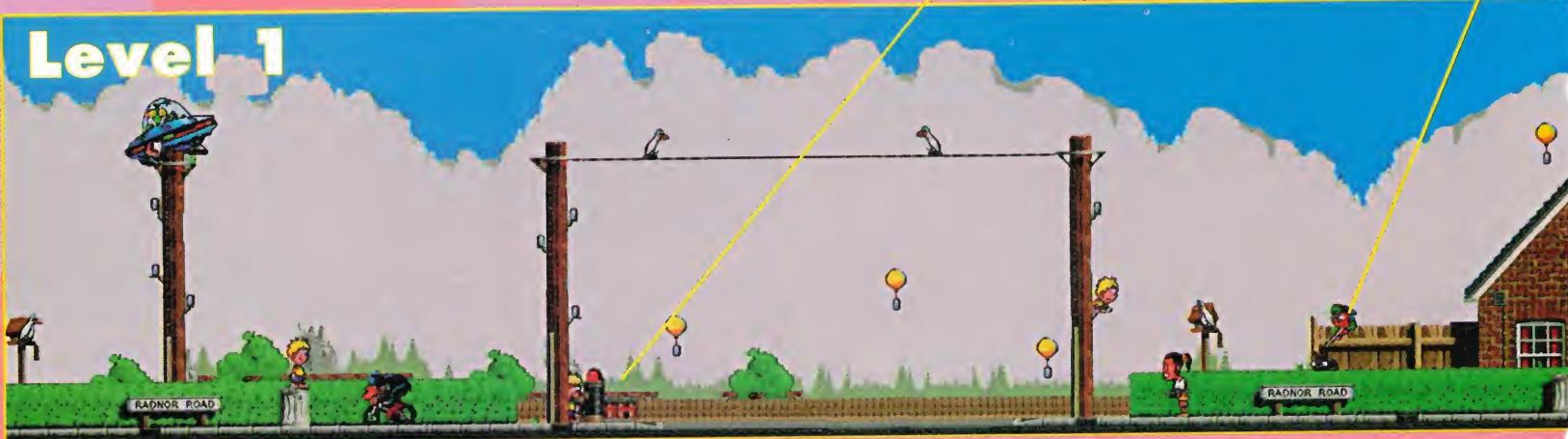
Tel: (081) 960 2255

SUBURBIA

Level 1

Use the red spring to get up to the highest rungs of the telegraph pole to collect all the can bonuses. Proceed along the line slowly smashing the birds off with your ball.

Once you pass the restart point, stand still and establish where the bullets are landing on the ground. Do not go forward past this point until you have destroyed the enemy on top of the fence. Over-head kicks are the best attacks on all gun slingers.



THE CELLARS

Password HAUNTING

Level 2

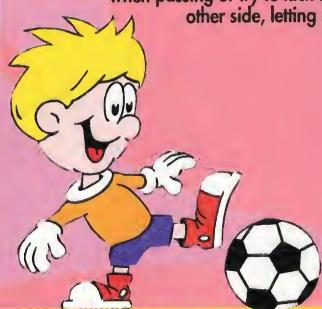


There are a host of difficult obstacles in this level, including falling coal and loads of very sharp spikes. The best approach is to be slow but sure, making certain you destroy all the enemies and time your jumps correctly. As you go along the corridors activate switches to start the lifts. These lifts are important and lead towards extra energy and towards the third level on the final lift. There are also plenty of stars available, so stock up and try to gain an extra life. Explore every corner of the level.

Take the lift up to the restart girl and move on past her to collect the extra energy at the end of the corridor. Timing is important when going past the falling coal, so take it steady when passing or try to kick the ball clean through to the other side, letting it collect the energy for you.

Little lads with soccer balls under their arms are a common sight in comics and cartoons from the past 20 years or so. First there was Ball Boy, famed character in the classic *Beano* comic, then came Sport Billy, a cartoon on television every weekday afternoon, and now the Mega Drive welcomes another cheeky football chappie going by the name of Marko.

Our hero must clean up his backyard, banishing the fiendish Colonel Brown and foiling his evil plan to smother the neighbourhood in green slime. Aided only by your football skills, and Marko's magic ball this really is a tough task. However, you can depend on SEGA XS to deliver solutions that kick!



DOMARK • PLATFORM ADVENTURE

MEGA
DRIVE

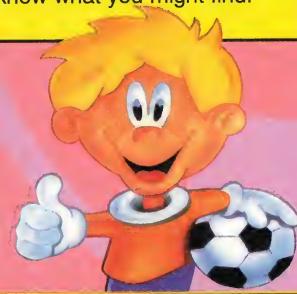
MARKO'S MAGIC FOOTBALL

Grab the extra energy on the roof top and try to gather more can bonuses before moving onto the telegraph pole. While you balance on the high wire, watch out for incoming birds before activating the invincibility Power-Up at the end of the line.

Take as much time as you need here to collect all the stars and cans, before heading down to the bottom of the screen and exiting into the next level.



The first level is fairly straightforward but there is no room for complacency, even at this early stage. Make sure you look after your energy and lives right from the start, to have a better chance in the later stages. Also ensure to collect as many stars as you can, you receive an extra life for every hundred. Finally, explore the whole level including the highest corners of the sky for hidden bonuses. You never know what you might find!



Before exiting to the next level destroy the slime barrel blocking your way. Two hits should do the trick but remember what the barrels look like. Search out and destroy every similar barrel in order to complete the game.

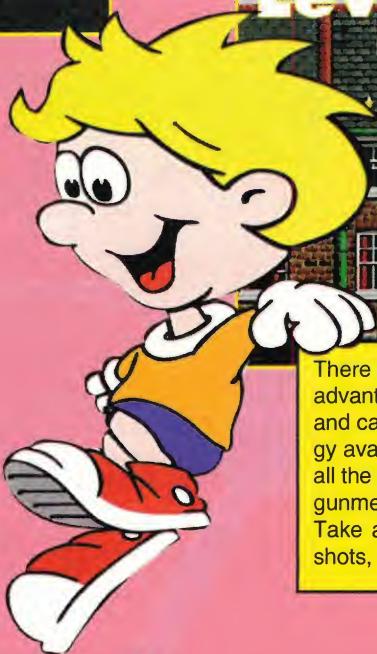


Green slime spouts up from the floor after the second restart point so move carefully between them passing one at a time.

To get to the top section jump over the spikes and push the box back to cover the spikes. Climb onto the box and then jump up into the gap above, pushing yourself into the left hand wall so you can use the impact to propel yourself higher up to the ledge above. The reward for pulling off this tricky move is the extra life located right at the top of the gap.

SUBURBIA 2

Level 3



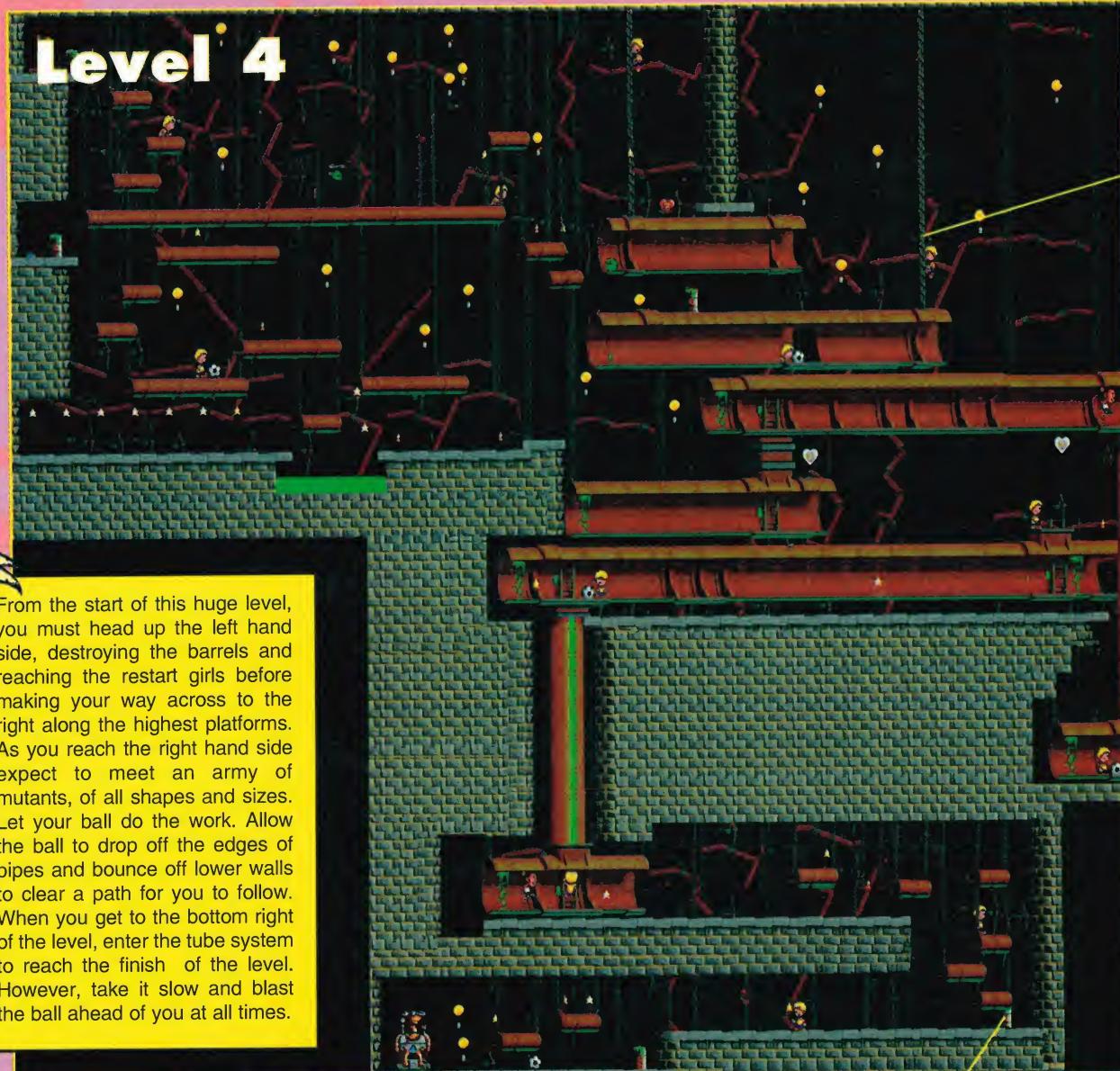
There is an easy short cut to the end of this level but it is advantageous to explore the level and pick up all the stars and cans to boost up your score. There is also extra energy available so take the chance to look around and collect all the goodies. The only enemies standing in your way are gunmen in the windows and the man on the space hopper. Take all of these out with high chip kicks and over-head shots, before progressing to the exit.

It's possible to finish this level within seconds by simply blasting the ball a couple of times at the man on the space hopper and making your way right to the Super Bonus machine. However, this would be an extremely foolish move to make. There are loads of stars, cans and Power-Ups to collect in the level, with hardly any risk to your energy bar.

THE SEWERS

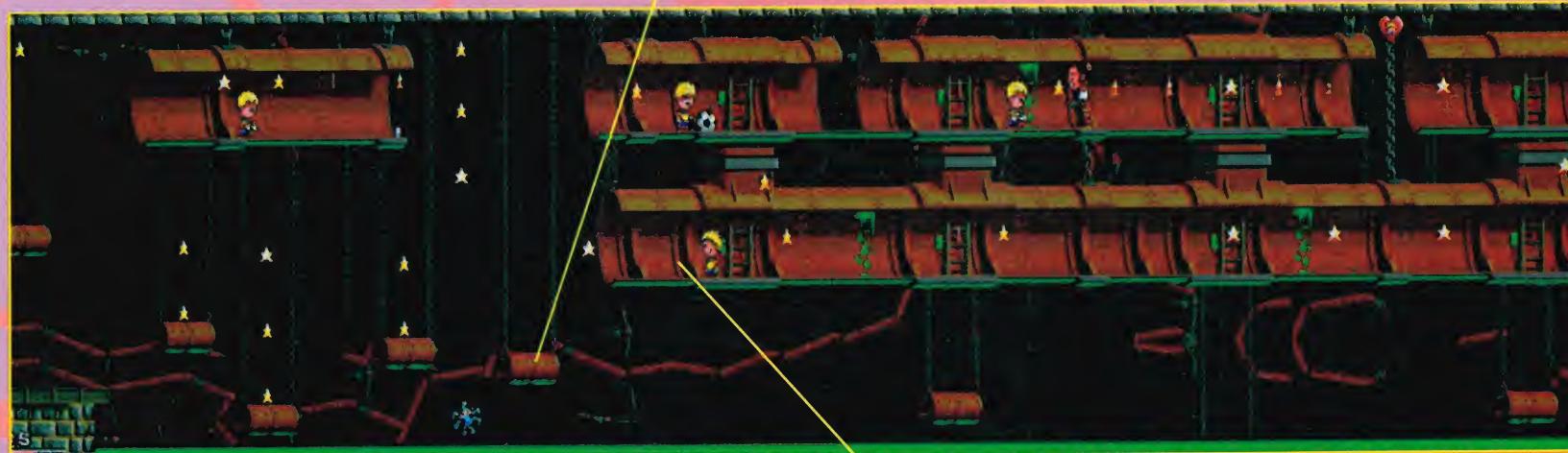


From the start of this huge level, you must head up the left hand side, destroying the barrels and reaching the restart girls before making your way across to the right along the highest platforms. As you reach the right hand side expect to meet an army of mutants, of all shapes and sizes. Let your ball do the work. Allow the ball to drop off the edges of pipes and bounce off lower walls to clear a path for you to follow. When you get to the bottom right of the level, enter the tube system to reach the finish of the level. However, take it slow and blast the ball ahead of you at all times.



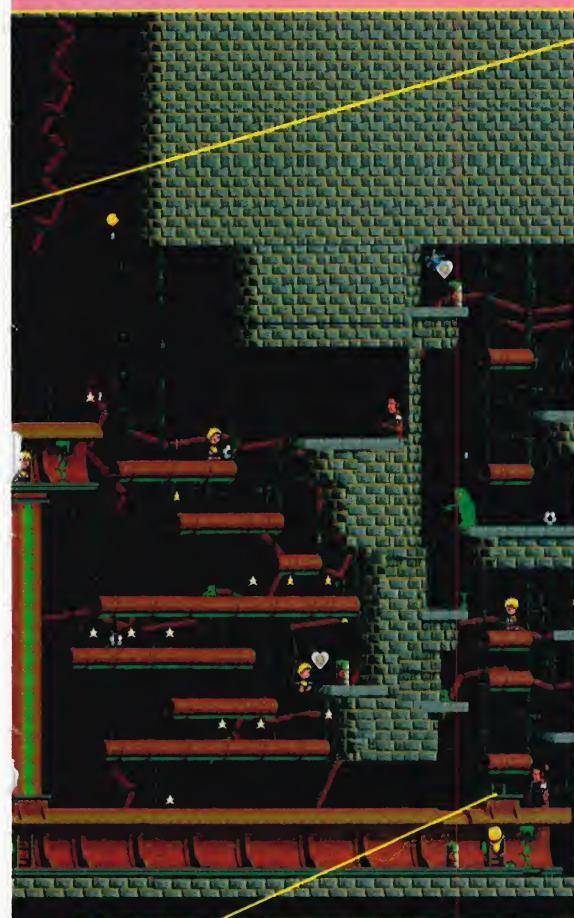
If you can reach this point, all you have to do in order to claim an extra life is drop the ball off the edge of the pipe so it makes contact with the Power-Up.

Destroy the final two slime barrels to make the Super Bonus machine appear and complete the level. Watch out for the bullet spider just before the final barrel. Kill it with a chip shot.



Work your way along the two pipes, moving between them using the ladders. Before you climb down any pipe, drop the ball down the shaft to destroy any enemies at the bottom before you risk it yourself.

Password GUNGETNK



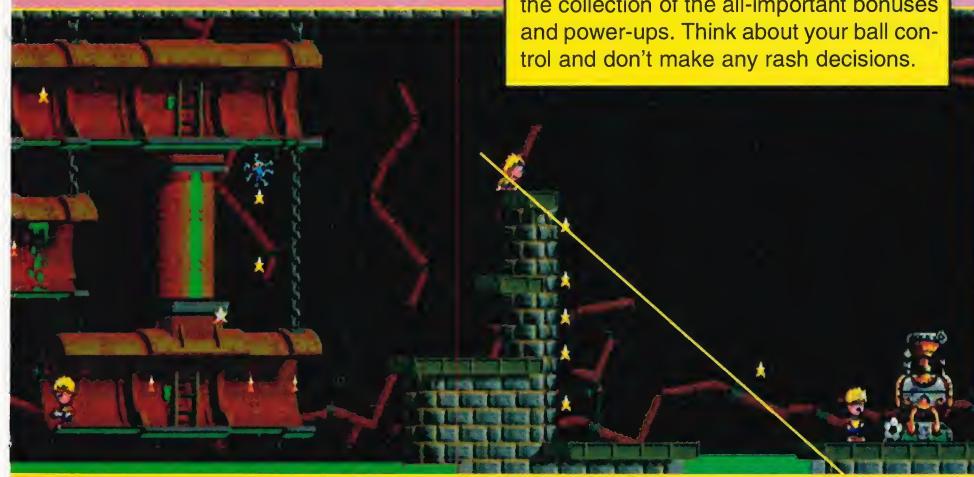
Climb all the chains in search of stars to bump up your stock of lives. Flying Slime Mutants try to hover around so jump onto the nearest flat and send high balls up in all directions.

This level is all about seeking out the barrels and destroying them. There are ten barrels to blast away but there are also a lot of bonuses to be collected. Look out for the extra life at the right hand side of the second highest tube and make sure you blast Captain Kirk if he appears near the top of the level. Hitting him hard with the ball gains you a large number of cans to cash in at the Super Bonus Machine that ends the level. This level needs to be done without losing a life because the next level contains a password.



Pass the restart girl and climb up to the top of this section. At the top grab an extra life and some more energy but stay alert and blast everything that moves before you continue. After collecting the bonuses and power-ups come back down and enter the tube. Now follow the Tube system around to the end. Always walk with your ball at your feet, ready to smash the slime mutants.

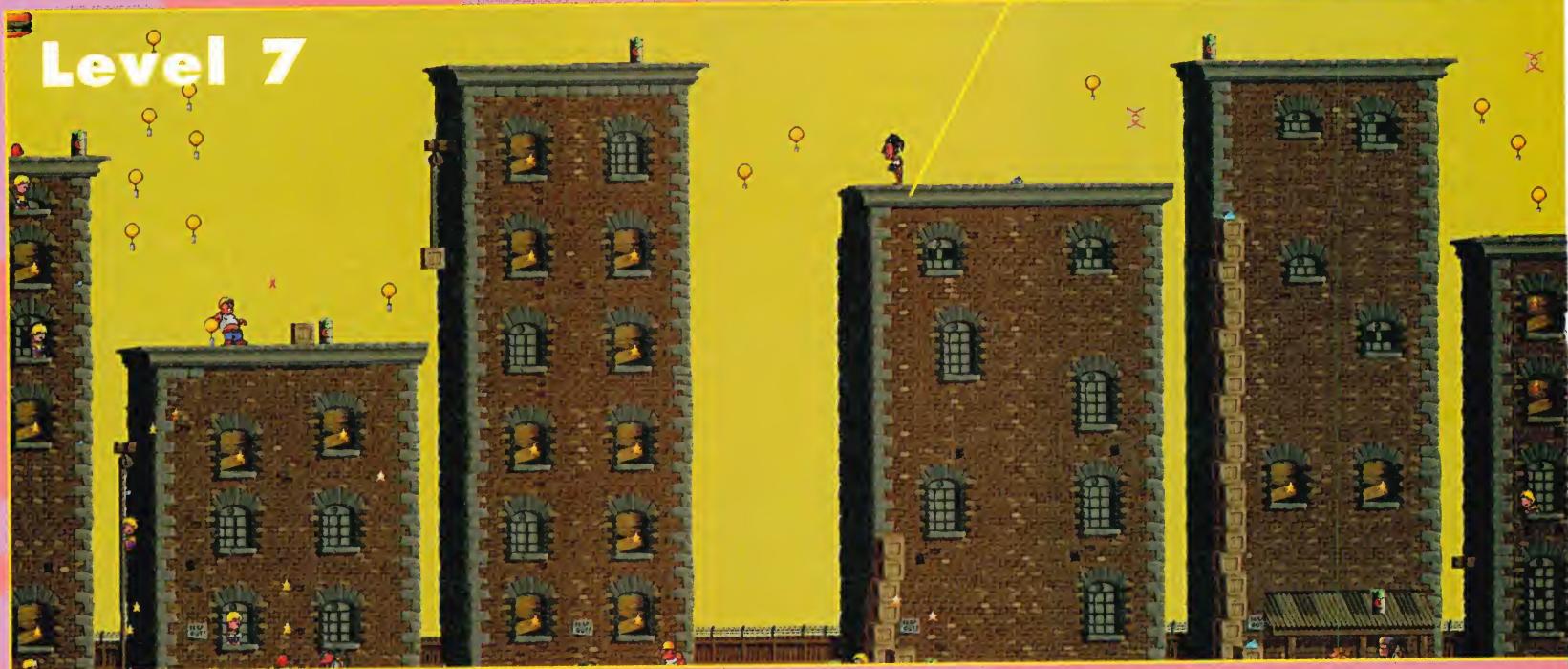
As the game goes on you should move at a slower pace and take things with a little more caution. There are enemies around every bend so you should always approach these areas carefully. Keep the ball at your feet at all times so that you can blast it at a moments notice. The ball can do most of the work for you, including the collection of the all-important bonuses and power-ups. Think about your ball control and don't make any rash decisions.



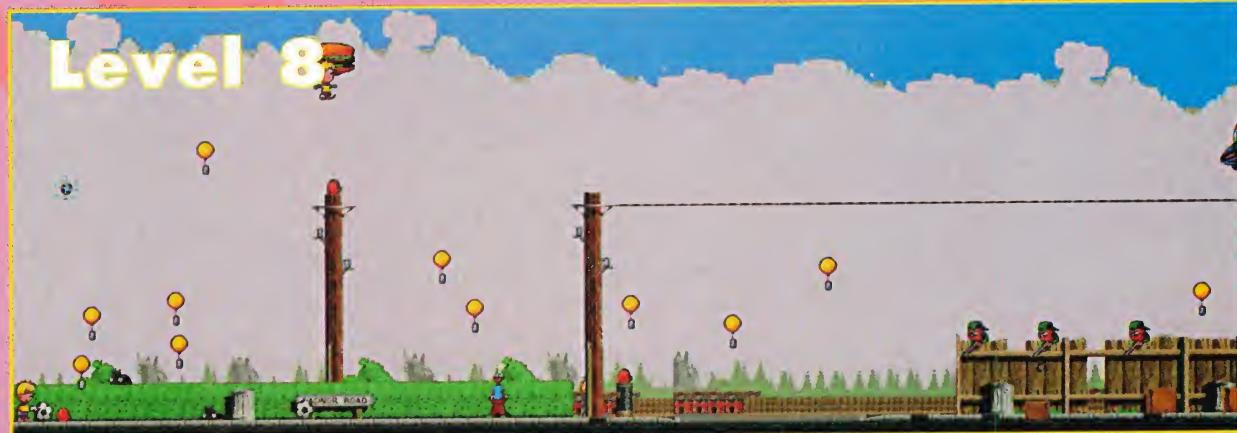
Another extra life can be collected, before making the final climb towards the Super Bonus machine, at this point. There are well over two hundred stars available in the whole of the sewer section, so collect as many as you can for even more extra lives.



Collect all the extra energy you come across so you can get through the next stage intact. Also ensure you concentrate on finding and destroying all the barrels found here.

THE INDUSTRIAL ZONE

From the restart, collect the all-important invincibility and jump into the multi-stars, before joining the next building and getting up to the roof in order to destroy the barrel. Once this is completed find another power-up located on the crates below.

SUBURBIA 3 Password TRAFFIC**THE FOREST**

From the start climb up the second tree stopping on the top right hand branch. Now shoot a ball across to knock out the snake before bouncing up to the highest bow and onto the first tree's top branch to activate the smart bomb. Go onto the rope bridge and run fast towards the gap. Leap over the gap, taking care not to slip over, before making your way down to the restart point.

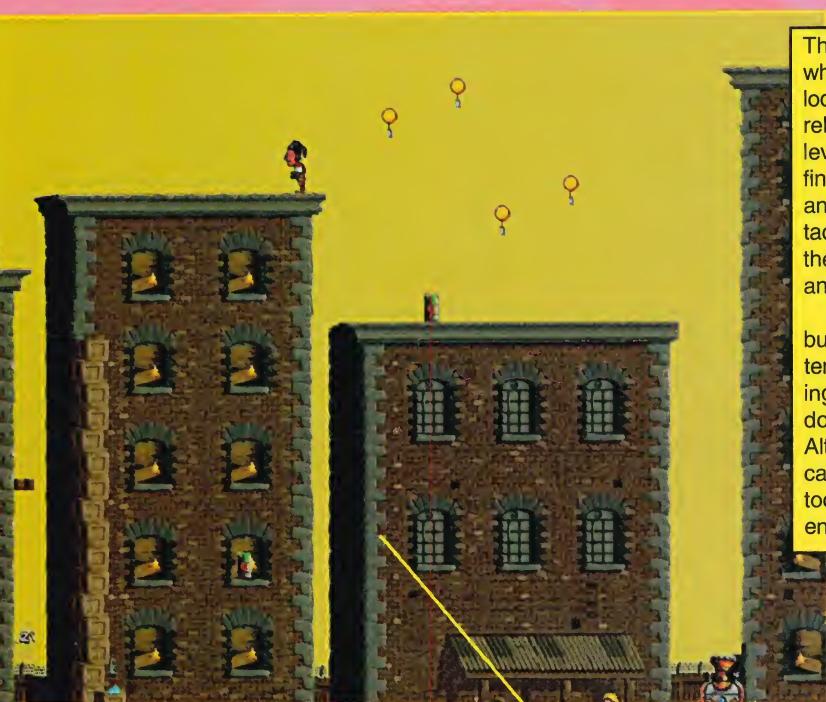
Next get across the pond. Do this by knocking the ducks out of the water with small kicks, before placing the ball in the middle of the water so it floats. Run and jump over to the ball, landing on it so you start bouncing. Launch yourself over to the next tree and in one movement bounce from the ball to the lowest branch and up to the ladder. This takes a lot of practice but it's the only way to complete the level!

Password ELF

From this point leap over to the next tree and free fall down its centre to the restart point below. Turn quickly and boot the ball at the advancing slime mutants before knocking the ducks out of the pond.



Password GARAGE

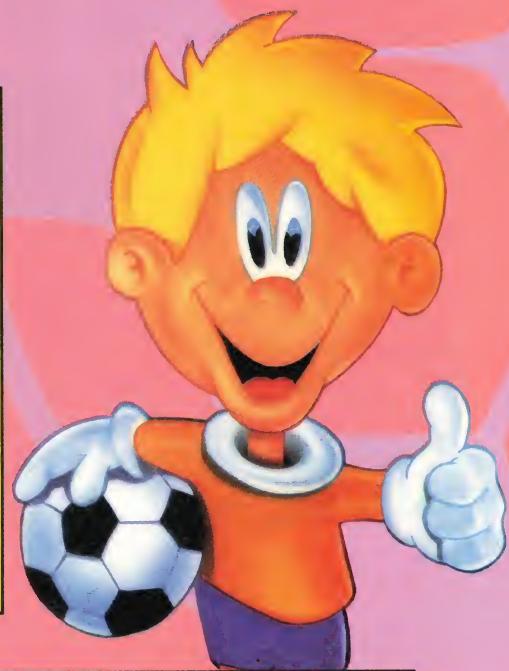


Smash the final barrel before making your way to the right to locate the Super Bonus Machine and the finish. Don't dwell on this level, keep moving until you have completed it.

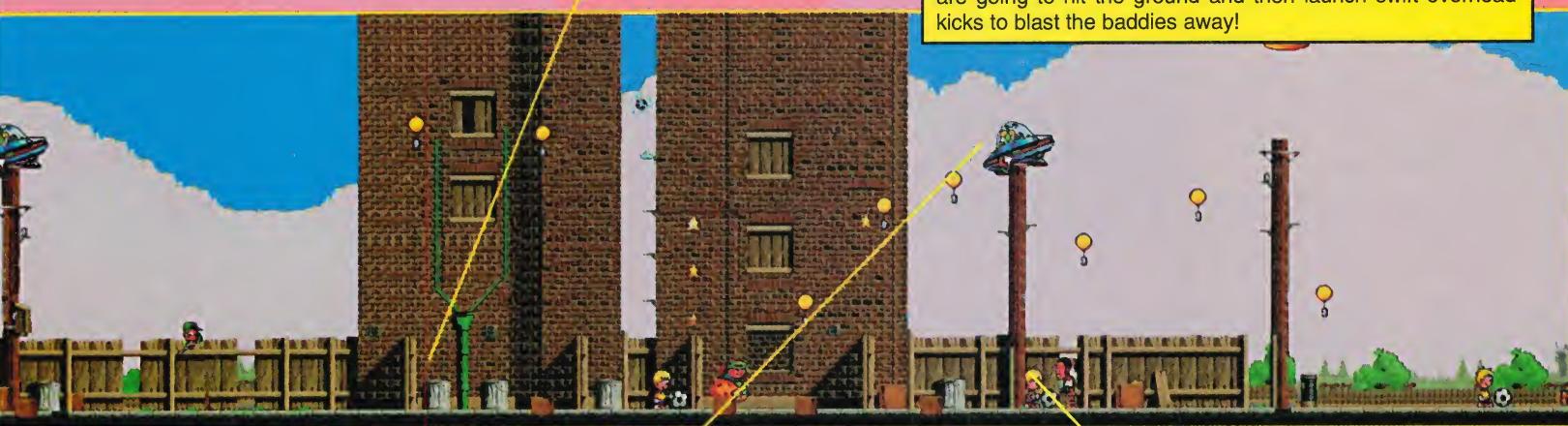
To get through this section without harm stand to the left of each door and fire headers over to knock out the enemies.

There are slime mutants every where in this level, as you try to locate and destroy all the slime barrels. From the beginning of the level, go up the left hand building to find the first barrel, extra energy and a hamburger bonus. The best tactic now is to refer to the map for the locations of all the other barrels and plan a rooftop assault.

There are flame-throwing ghost-busters and mad bricklayers to contend with at either end of the buildings, so stick to the bonus-filled windows as much as you can. Although there are a lot of stars and cans available, it isn't wise to linger too long in this tricky zone, as the enemies just keep on coming.



From now on there is no room for mistake. Take your time to reach high bonuses, but not at the expense of valuable energy which is quickly becoming a rare commodity. It's going to take all of Marko's considerable soccer skills to overcome the varied enemies. The hardest section to survive is the long fence before the buildings appear. No less than four marks-men try to shoot you out of the game, note where the shots are going to hit the ground and then launch swift overhead kicks to blast the baddies away!



Give yourself plenty of time and room to hit the space hopper twice. Make sure you knock out the snake on the previous tree with a header before taking on the space hopper. Fail to do this and you get stuck in a lethal cross fire. The Super bonus ending is just to the right.

Bounce on the ball to reach the high points of the telegraph poles to score high bonuses by releasing the trapped aliens.

Go through the restart point and try to reach the last few bonus before going right to face the level guardian.



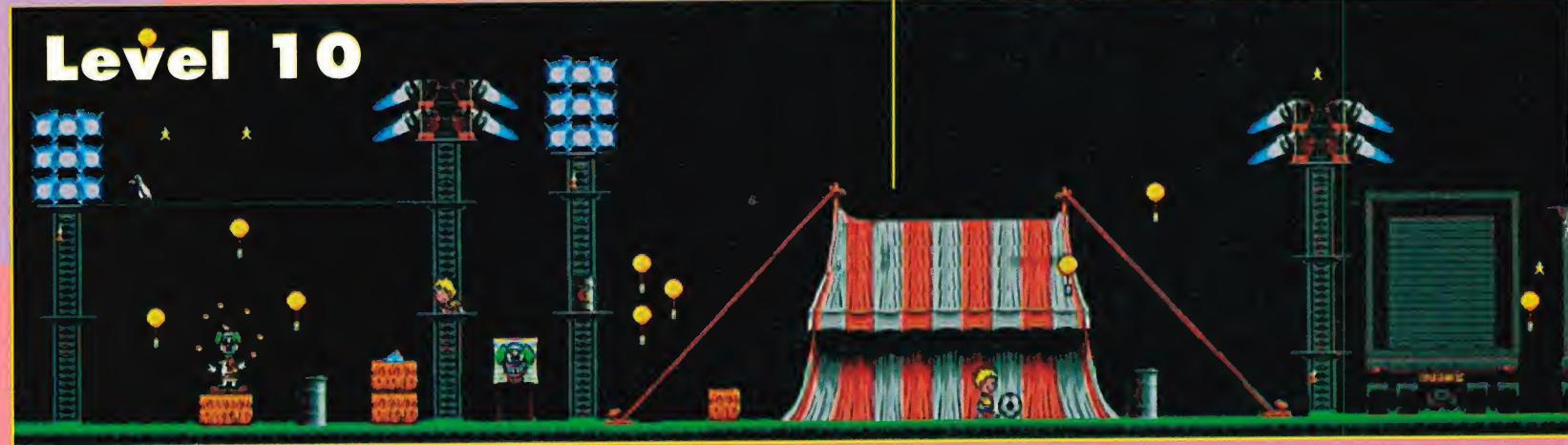
Level 9

Level 8 Boss

The level guardian comes in the form of a slime-shooting tank and can appear awesome at first. The tank can only soak up your energy if it hits you with slime. To avoid this ride along with the tank and bombard it with shots. If you hit it about ten times on the gun turret it is destroyed.



THE CIRCUS

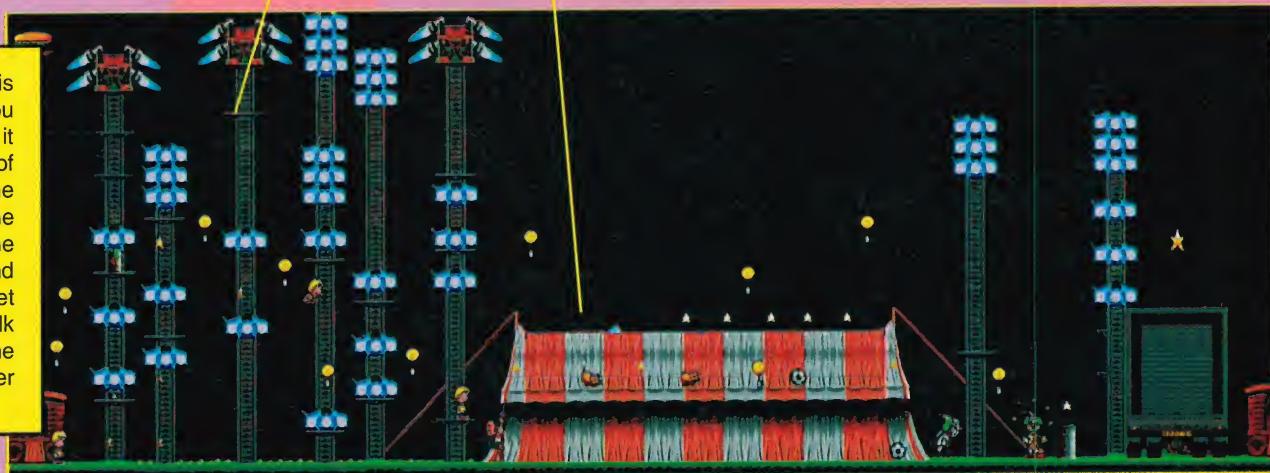


Make your way along the top platforms, after destroying the slime barrel below, collecting the stars and cans. If you make it through this section quite quickly from the start, you receive a can bonus by shooting at Captain Kirk.

Head a few balls over the top of this tent to ensure you squash the pesky dogs and progress smoothly past them.

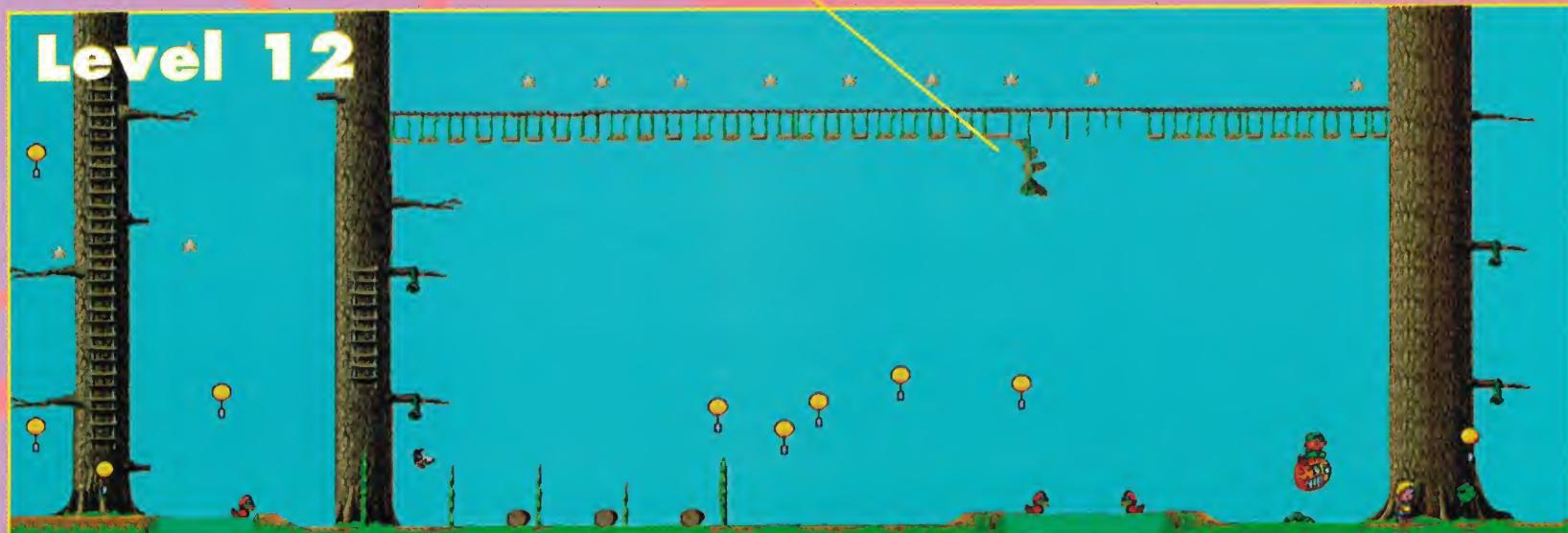
Leap over to this smart bomb weapon from the highest platform on the last tall pole. If you activate it and then jump up into the air, you avoid getting shot by the lurking marksman before the smart bomb eventually kills them.

It is important to get through this level without losing lives, so you have a good chance of making it through the trials and tribulations of level 12. Search for bonuses on the tall poles at the beginning of the level, before moving down to the ground. Use the restart points and move slowly, making sure you get rid of all the dogs and clowns. Walk along the final section with extreme caution and leap over to the super machine at the end.



Run from the beginning of the rope bridge with the ball at your feet. When you get to this point kick the ball over to the other side, before jumping the yawning chasm. This knocks the hedgehog out cold, allowing you to land cleanly and safely.

THE FOREST 2



Grab this eight star bonus before dropping down to the restart point. Continue to the right with the ball at your feet so you can quickly destroy the clowns as they run in.



Clowns and marksmen parade around every circus tent you come across in this level, so stand your ground and send high balls over at them before continuing. As a rule, stay on the higher platforms, as most of the ground level areas are packed to bursting with dangers. Take time to reach the highest points to grab extra bonuses as well as looking down between the circus lorries for an extra energy power-up.

Move along the final circus tent kicking balls in front of you as you go. Take time to grab all the cans on the balloons before diving in for the super can bonus machine at the end.

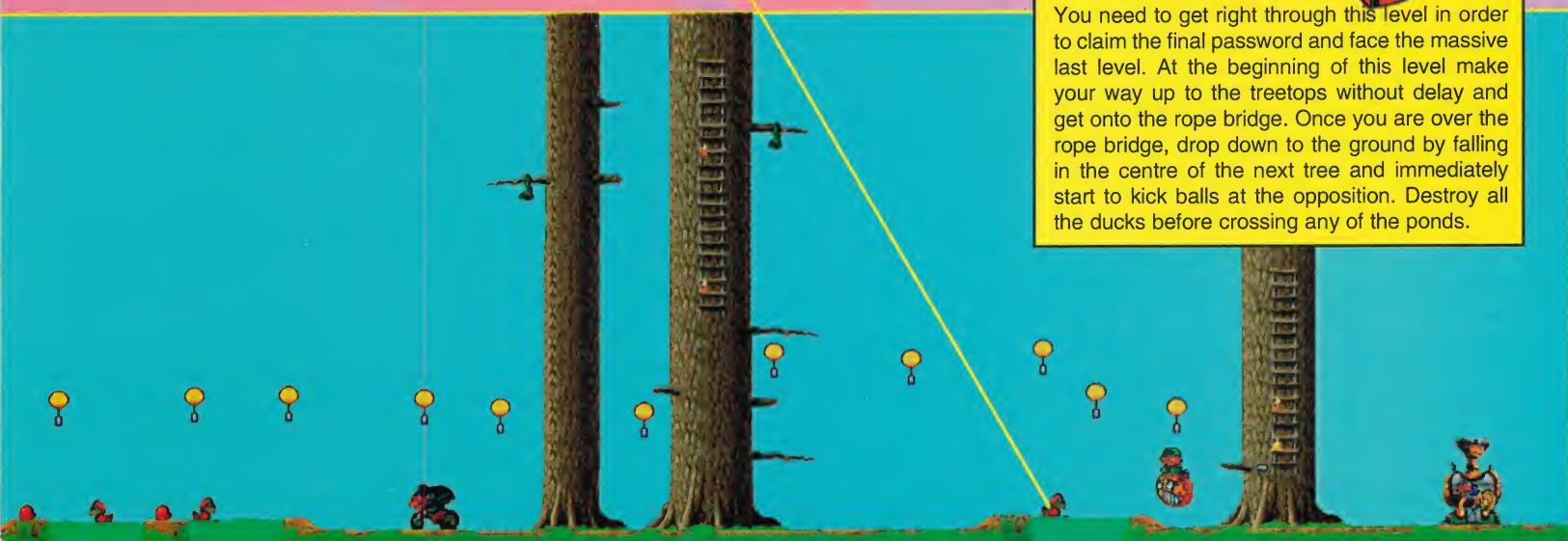
Level 1



Knock the duck out before leaping over the water to take on the space hopper. Blast as many balls as you can before he reaches you and if he manages to stun you run into the can machine.

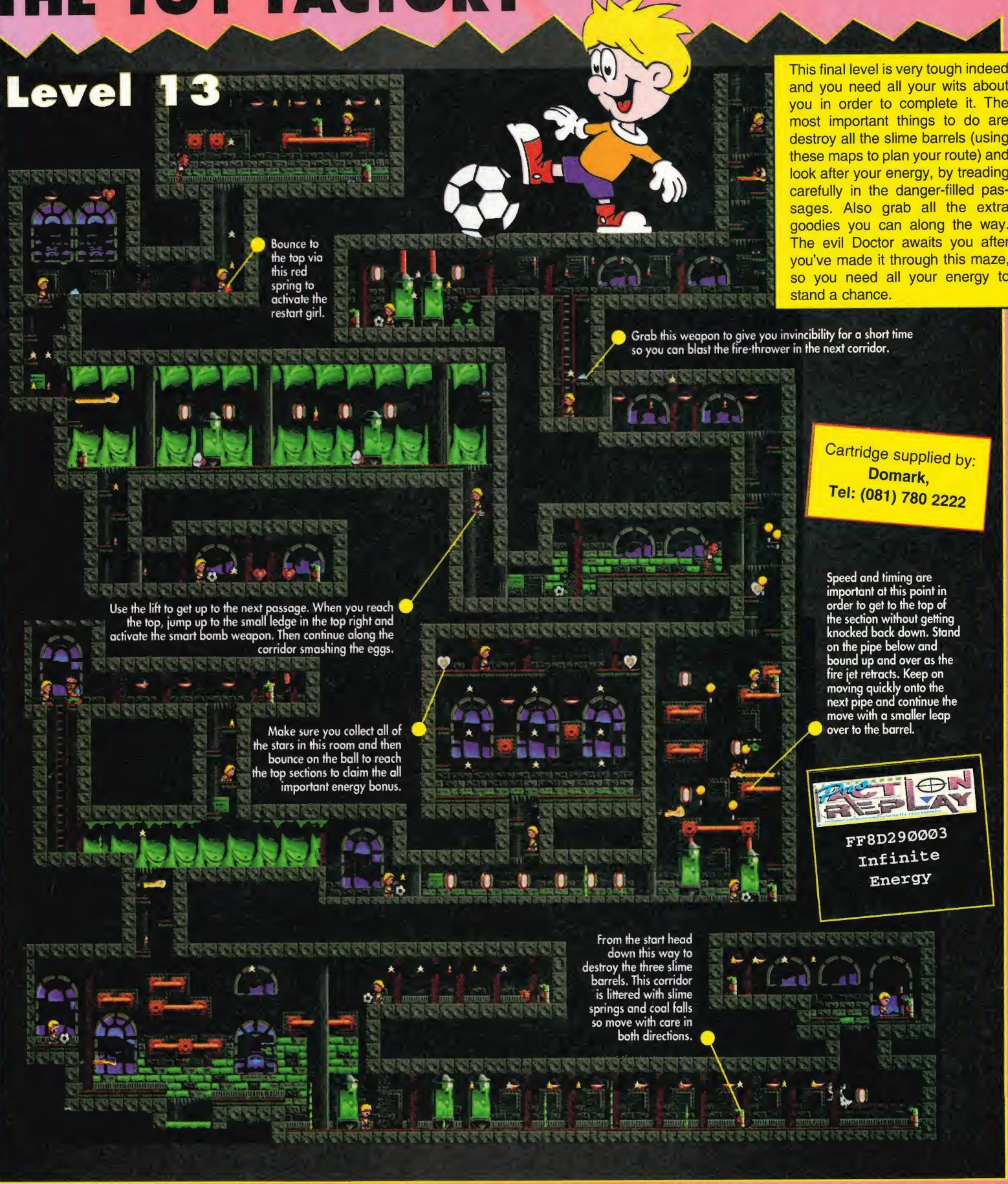
Password BARREL

You need to get right through this level in order to claim the final password and face the massive last level. At the beginning of this level make your way up to the treetops without delay and get onto the rope bridge. Once you are over the rope bridge, drop down to the ground by falling in the centre of the next tree and immediately start to kick balls at the opposition. Destroy all the ducks before crossing any of the ponds.



THE TOY FACTORY

Level 13



SUMMARY

GAME NAME: Marko's Magic Football
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 3443360
NUMBER OF LEVELS: 13
CHALLENGE RATING: Hard

If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag, good luck.

**Slime Ball!**

The battle against the big end boss is upon you. Run in from the left until the music changes. Drop to the floor and wait until three shots have gone over-head. Now get up and kick as many balls at the advancing Doctor as you can, before running like hell and diving to the floor again as he starts shooting. When the boss hovers in the air, head the ball up in the air to hit him and when he comes down repeat the diving, waiting and kick move. He's dispatched in around 20 hits so perseverance is the key.

**Password WINDUP**

Take out these final two barrels and make your way over to the right in order to get to the final bosses gruesome chamber of horrors!

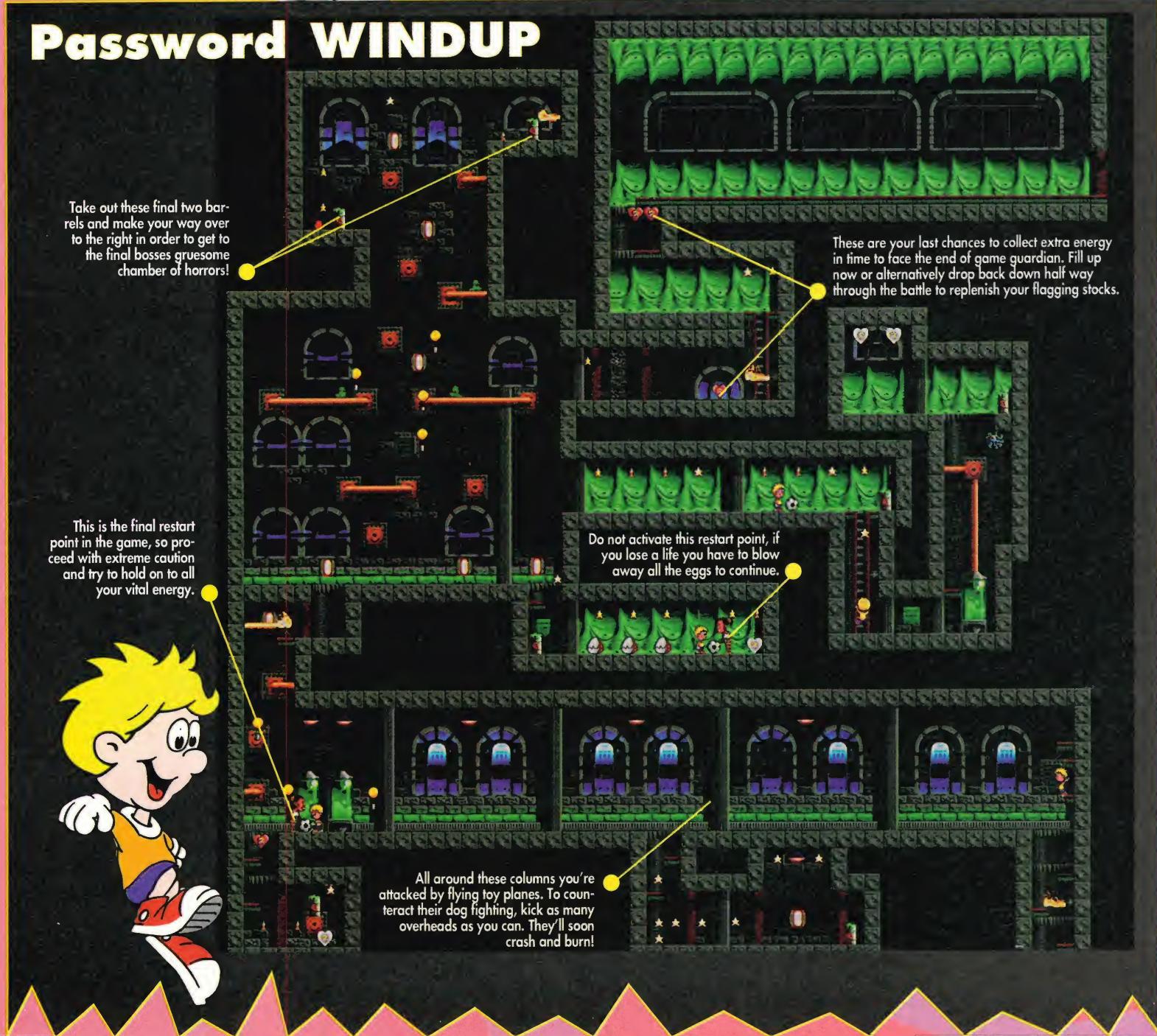
This is the final restart point in the game, so proceed with extreme caution and try to hold on to all your vital energy.



These are your last chances to collect extra energy in time to face the end of game guardian. Fill up now or alternatively drop back down half way through the battle to replenish your flagging stocks.

Do not activate this restart point, if you lose a life you have to blow away all the eggs to continue.

All around these columns you're attacked by flying toy planes. To counter their dog fighting, kick as many overheads as you can. They'll soon crash and burn!



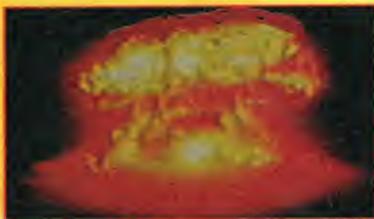


WELCOME TO HELL!

Ground Zero Texas is all about shooting aliens or Reticulans, using a cross-hair to target the shots. Ultimately, it's your reflexes alone guiding you, but there are some top tips to profit from in this comprehensive players' guide.

Ground Zero Texas breaks new boundaries in its genre, which is the interactive movie style shoot-'em-up. Unlike games such as *Mad Dog McCree*, the bad guys usually interchange every time you play, ensuring the action is never predictable. However, trust SEGA XS to narrow down the confusion, set out a plan of action and find method among the frenetic chaos.

There are four sections in the game, all taking place in and around a small Texan town called El Cadron. You must defend the town and your agents, locate alien strongholds and eventually take out the huge Mothership. You are the Nation's last chance, if you fail to cope the President has authorised a nuclear bomb drop on the town. This is the last resort, ensure it never happens.



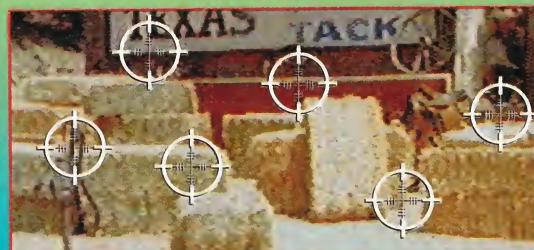
In issue six Sony's *Ground Zero Texas* for the Mega-CD received the ultimate accolade of becoming a SEGA XS Recommended. This is an award received by only the very best and, after this game smashed its way to the top of the charts, our judgement was proved sound. Ever since its release we've had loads of queries about the game, which made us realise how much you guys enjoyed playing it. In response to your pleas we bring you the definitive solution to the best blast-'em-up on the Mega-CD. Prepare to enter hell as *Aliens* comes to small town America!



CANTINA



MAIN STREET



HOTEL WINDOW



PLAZA SQUARE

MAIN BAT CAM VIEWS

The targets represent the positions that you should cover with your cross-hair from which aliens reveal themselves when taking pot shots at your battle Cams. The Cantina requires lightning reflexes!

LEVEL 1 ALIEN AMBUSH

The town is heavily infiltrated by the aliens. They assume human form after kidnapping innocent town folk and duplicating their identity. You are in control of four BattleCams, or, to be technically accurate, particle beam disrupters, which are armed camera installations. You must distinguish between the aliens and the people.

The aliens can only be spotted when they shoot at you. This means you need



to be alert at all times. It's impossible to guess with any assurance where the next alien attacks from. All you can do is work out the rough area of attack and take it from there. Now and again an unsuspecting person wanders into the action and, if you are not quick enough to notice, it's likely you may blow them away.

Watch out for the telltale frame that targets an alien for your weapon.

Sometimes you get another chance if you shoot a civilian but, more often than not, your fight comes to an abrupt end with a vote of no confidence and a punch in the face

from your commanding officer Reece (and he has a vicious right hook!).

When you leave a BattleCam, bring up the shield, in case you are caught between several attacks. It's impossible to be everywhere at once and the shield protects your Battlecams from a pounding. Always concentrate on protecting badly damaged BattleCams, although if you have a lot of shield left it may be wise to risk leaving it, especially if you've almost finished the level.

Your tactics largely depend on the confidence you have in yourself to either take on the enemy or stealthily weasel your way out of confrontation by hiding. If you're really eagle eyed you can shoot the bad guys with the shield up, although it is nearly impos-

MEGA
CD

GROUND ZERO TEXAS

SEGA • INTERACTIVE MOVIE

sible to see through the incredibly thick metal gauze.

When the BattleCam is badly damaged and the screen goes black and white, you can only sustain two more hits! After one more hit, the screen breaks up badly and the definition of your view gets very blocky, which makes it harder to identify what you're shooting. Movement is still easy to detect, so it's possible to maintain the constant pressure.



When the BattleCam eventually goes down, as long as there are agents left to fix it (although it's best not to count on them too much), it's quickly repaired. However, they may not always be there, as they have the bad habit of getting kidnapped! Don't depend on them for help, but remember, if you lose three BattleCams you fail the mission.

If you come into the action a bit late, which is likely when more than one post is under attack, leave your shield up until someone shoots, so you do not wander straight into enemy fire unprotected. Then drop the shield so you have a few seconds to get your bearings before the next wave of attacks.

The real purpose of this section is to collect four pieces of a vital code. This code allows you to access the arsenal device in section two. The arsenal device is a lock protecting the alien stronghold. Open it to gain some serious weaponry. However, you only get one go to open it correctly. Fail and it blows the whole town straight to Hell.

There are four main characters in the game — Breen, Matthews, Pike and DiSalvo (see the character profiles for more information). If you see a clip where any of these characters are under threat or are being ambushed, which they all are at some stage, make sure you intervene.

Don't fire wildly. Instead wait with your cross-hair trained on the bad guy or woman during the scuffle, and, as soon as the targeting frame appears around the enemy, open fire. This tar-

geting window is only open for a small amount of time, so as soon as you see it, fire.

If you miss, prepare to watch the hapless agent being dragged away by the Reticulan. If you fire at the alien after the targeting frame has gone, the best that happens is nothing, while the worst is you kill the agent by accident and get a good hiding from Reece, your temperamental boss, for your pains.

Succeed in killing the alien and the agent inspects the creature, finding a piece of the code, for example if it's Triangle two, you notice the number two appears under the triangle in your code box at the bottom of your screen. This box acts as a notebook, so refer to it when asked on section two to enter the code.

You don't need to save all four agents from kidnapping but you definitely need three. However, this leads to guesswork when you need to enter the code. Get it wrong and the Arsenal lock blows everything up, including you.

It's impossible to give you the definitive code because the clever programming means the code is different every game. If you do guess,



there is not much margin for error, as the number you must guess is between 0 and 3. Messing up isn't the end of the world. The game save facility allows you to return to the start of level 2, rather than go all the way back to the start.

SCENES FROM THE MALL

Within the main game there are specific movie sequences demanding more attention than the shooting gallery style sequences. These need to be studied carefully. The guide below explains what happens in the most important of these sequences

BREEN

Breen is fairly new at his job and lacks experience. You may notice this as he is one of the few characters who has time to be light-hearted in conversation, whereas all the other characters are much more serious and focused. He mans BattleCam 1 in the Cantina.



MATTHEWS

Matthews is operating in the main street, near BattleCam 2, and knows his job. He does not relish taking risks but is very good at what he does. If you have any problems in his area of the gameplay, he can be relied upon to come to your aid. A good man to have on your side.

PIKE

Pike has been around a long time and knows the terrain and town like the back of his hand. He is one of your first contacts in the game, along with Reece at the Catina. Pike is amazingly cool under pressure, so rely on him to cover your back. Guard him, when you can, with BattleCam 3.



DISALVO

DiSalvo is the second in command, under Reece, during the operation. Unlike Reece she operates undercover and you find her near the Hotel. This is where Battle Cam 4 is situated. She is a perfectionist, who frowns on mistakes and expects you to do things quickly, efficiently and by the book.

CHARACTER PROFILES

There are four main clips of film footage in this section, which are vital in order to progress to further

stages in the game. These film clips revolve around the four main characters, the undercover agents,

assisting you throughout the game. These guys are known as Breen, Matthews, Pike and DiSalvo.

and how to overcome the problems.

A group of girls in the street are seen by BattleCam 4, they run out in



a big group laughing and chatting. Suddenly they all disperse screaming, revealing an alien with a gun, standing in the centre of the group.

When you see the group of girls, aim for the middle of the group and keep this position. When they disperse this is the perfect position from which to shoot the Reticulan. Avoid the temptation to follow the members of the dispersing crowd, unless you like getting shot!

In the Plaza Square with BattleCam 3, follow two undercover Federal agents on a bust. The criminals are about to hand over drug money, when the agents pull out guns. As the agents draw their revolvers, don't shoot. They are on your side and are both human! Wait until the camera pans over to the two criminals before exercising your trigger finger.

Either one could be the alien, so be ready. As long as you steady the gun between them you should be able to get off a shot before the alien has time to fire.

In the Cantina with BattleCam 1, there are two guys. One has just had a bottle broken over his head by the



the back of the truck, or the man with the cowboy hat, who tries to shoot you from the side of the truck behind

the side reflector. To reach either man before he opens fire keep your cross fire positioned on the truck's windscreen. This way you can quickly move to either side with the minimum of fuss.

Back at the hotel, two men fall out of the door in a brawl and a woman stands in shorts by the door watching. Keep the cross fire on the two men, as the alien could be either of them. However, it's also vital to keep a careful eye on that woman, the alien's just as likely to be



bartender he was harassing. The alien could be either him or his partner. Your best bet is to train your weapon on one of them, during the confrontation with the bartender. They are seated so close together, you can still hit

them both by moving the gun a short distance.

Still in the Cantina you see a table with a shady looking gambling ring around it. A gunman with a Stetson and a moustache pulls a gun and steals their money.

Do not shoot the gunman with the moustache as the alien is in fact one of the gamblers. Keep the whole table covered until the alien reveals himself, then make your move. This requires speed and accuracy to make it succeed.

Outside the hotel, with BattleCam 4, you see a cowboy dressed in black who has had a little bit too much of the strong stuff to drink. He is being carried to a nearby car by two other men. The alien is always the drunk, so keep the gun trained on his staggering figure. Wait for him to make his move before opening fire.

In the main street, with BattleCam 2, you see a truck, which a group of men are about to climb into. The ET is either the large black guy, who tries to shoot you by jumping up on

AGENTS UNDER ATTACK!

Matthews

Matthews comes under fire in Mainstreet. He's ambushed by an alien disguised as a man, who launches himself from a van. A fist fight ensues, but don't intervene just yet. Wait until the alien punches Matthews onto the fruit stall, out of the way, before taking your chance to shoot.



Pike

A couple are having a passionate snog as they walk by. The camera pans back and a woman draws a gun on someone. It's this woman you must eventually shoot.



Pike steps into the action and for a second she is exposed, allowing you to get off a shot. If you miss, Pike knocks her down and, thinking she is dead, goes to inspect her. However, she comes to life and drags him away, depriving you of an important code.

DiSalvo

She is attacked by a woman, who pounces on her from behind an arch. They fight at a distance from your camera, so it's fairly hard to split them



apart. This means it's not advisable to shoot straight away. Instead, wait until you see the target frame, which appears when DiSalvo falls, near the truck to the left. Once this happens, start blasting!

Breen

In the Cantina, a man with a cowboy hat throws Breen over the counter. During the ensuing fight, keep a rein on your trigger finger. To save Breen, keep waiting until the cowboy is kneeling in the midst of the frenzied scuffle. This is the moment when he is vulnerable to your gun. Take your shot immediately, making sure it's true. Miss and another piece of the code slips through your fingers.



her as one of the men rolling around in the fight.

In the main Street, two gunman have robbed someone and are running out of a building with all guns blazing. Momentarily a man stands and shoots at them from a doorway. Both men

dive behind a fountain for cover, at which point one of them turns out to be a Reticulan. This is a simple attack to overcome. The men are so close together it's of little consequence which is the alien. You can hit either one swiftly and easily.



LEVEL 2 THE ALIEN HUNT

Once this level begins you're presented with three locations to explore, using the mobile BattleCam. The equipment is carried by your commanding officer, Reece, so there is no room for error. Two of the locations are there to distract you. These red herrings are full of innocent people, and it's easy to shoot them if you're not on your guard. Don't be fooled by these tricks, be cautious about opening fire at all times. The aliens always set up in either the



mine or the basement under the mission. If you are confronted by any of the situations described below, move on and check out the other locations.



Abandoned mine
Once you enter it's obvious fairly quickly if it's the correct location. A confrontation with two menacing looking armed men means you're in the wrong place. Don't shoot them, they are on your side. Simply seek out the alien weapons arsenal at one of the other locations.



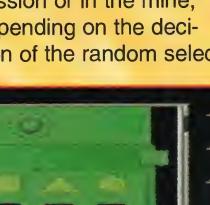
Storage Shed

Two equally menacing looking men are at work here. Leave them alone once again, they are not Reticulans. Shoot them at your peril.

Basement under the mission

If you pull back a curtain to reveal two old women counting ill-gotten money, ignore them. They may be up to no good, but they're not your prime objective. Instead of confronting them, simply slip away and check out the other two sections.

The arsenal device is situated either under the mission or in the mine, depending on the decision of the random selec-



tion. If you go to the mission first, it's more likely the mine is the alien stronghold and vice versa. When you choose the alien base, expect to pass through a short tunnel, before standing in front of a series of barriers, which are hiding places for a fairly small army of guards.

pops up.

When you have cleared up, you automatically inspect all the spread-eagled Reticulans, before confronting the locked entrance to the alien arsenal. After entering the correct sequence, collected by your agents during the shoot-outs during level one, you access the alien stronghold, with an impressive array of alien firearms at your disposal.

This technology is essential to



These beasts pop out from behind the barriers and stand upright before shooting. Notice here they are no longer bothering to look remotely human and are instead revealing their true hideous alien forms. In fact they look something like the storm troopers in the *Star Wars* trilogy.

Keep your cross hair central between the attack waves. The reason for this is the attacks come either from the right or left and this way you won't have to drag the cross-hair all the way across the screen if an alien



eventually thwart the aliens. Up to now your puny Earth weapons have been merely stunning the alien invaders, and not killing them. Also, if one of your agents has been captured, you will be able to release him at this point.

SPECIFIC SEQUENCES

When you see two cowboys, in the plaza square, holding rifles, ignore them. They are on your side so do not shoot. The storm troopers are well out of sight at this moment, so it's best to keep your itchy trigger finger well away from the fire button.

Don't accidentally shoot at running townsfolk, which is easy to do amidst all the possible panic and confusion.

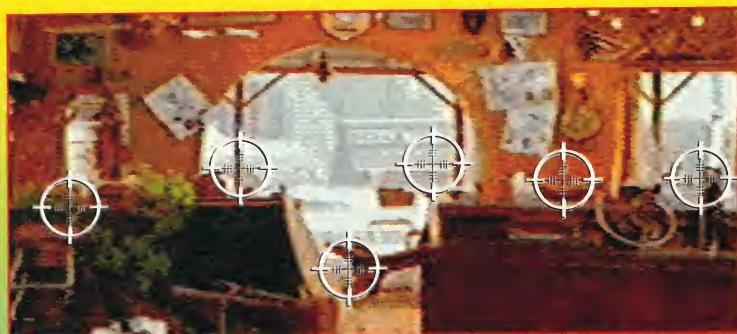


There is one scene in the main street, where you see the townspeople running by your camera, chased by a lone robot storm trooper. Wait until the humans are clear and take him out by the hay bail in the corner of the screen.



There is a scene near the Hotel window where a single storm trooper jumps from a hole in the wall and fires a shot. He isn't an easy shot for your BattleCam, especially if you're aiming elsewhere. However, take your time to ensure he bites the bullet. He's not a great threat, unless, of course, you are already badly damaged.





CANTINA



MAIN STREET



HOTEL WINDOW



PLAZA SQUARE

MAIN BAT CAM VIEWS

The town is in a bad way but you can still defend it and the remaining town folk. A few people are still running about so be a little cau-

tious so as not to hit one by mistake. The targets mark the most prominent positions where the enemy appear to shoot at you.

LEVEL 3 UNDER ATTACK

You have done well to make it this far. After looting the enemy's arsenal, they now treat you as a serious threat and decide not to be subtle about infiltrating the town. Instead, the aliens send in squads of marauding robot storm troopers to kill everyone by blowing them to smithereens.



You are the townspeople's only hope. Your firepower has the ability to rip apart the storm troopers, but there are so many of them, it takes sustained concentration to keep up your



reflex actions. One slip and it's back to the beginning of the level.

SatCom beams down pictures showing what the storm troopers are doing. You see many harrowing sequences, in which the alien invaders are blowing apart the town and its remaining inhabitants. You are required to kill a huge amount of storm troopers before you can progress. During our game we counted well over the two hundred mark, so you can imagine the slaughter taking place!

If your BattleCom is very badly damaged, the screen begins to break up. To protect the equipment raise your shield and fire continually as the aliens pop up.

SUMMARY

GAME NAME: Ground Zero Texas

TIME TO COMPLETE: 2 days

HIGHEST SCORE: N/A

NUMBER OF LEVELS: 4

CHALLENGE RATING: Fairly easy

If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

The most effective way to fire blind is to drag the cross hair left and right across the centre of the screen. You are bound to pick off a few robots before the shield breaks and this might be enough to win the round.

Don't worry about wasting ammunition, the amount of bullets you waste has no effect on the final outcome.

LEVEL 4 AFTER THE HOLOCAUST

After proving your salt on the previous round, SATCOM intervenes once again. It seems the storm troopers are still relentlessly trying to destroy the whole town, and, at this stage they are succeeding! Pictures of each location are beamed to you, allowing you to see the aliens blowing buildings up one by one and driving out the citizens of El Cadron.

You cannot save the town's structures, but you can still drive off the invaders as they stalk





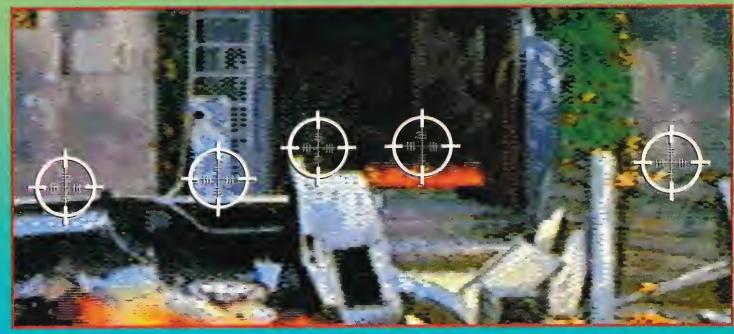
CANTINA



MAIN STREET



HOTEL WINDOW



PLAZA SQUARE

MAIN BAT CAM VIEWS

Starting at the Cantina, this awesome level is the toughest in terms of reflex action you are going to encounter. It is always best to aim

fairly central until you see movement. Do not worry about shooting innocent people because there are none here at all! Gulp!



you in the ruins they created. Each location consists of burnt out debris, which the powerful storm troopers are using as cover. They attack you systematically from location one through to four.

It's your last chance to defend each of the posts, so don't loose concentration now. It's very likely you're going to get hit, as the reaction time you have is now very narrow. Keep your cross-hair fairly central between shots, so you can dart to any position quickly.

Some of the robots lob bombs at you. These are extremely damaging.



One bonus with this fast and furious level is all the townspeople are either dead or gone, so you can't blunder by shooting an innocent bystander, unlike in the previous levels.

down a path in the woods, until you see the big gun menacingly stretching out before you. At this point you may be wondering what control you have over events and what you are expected to do. Don't worry things quickly fall into place.

As soon as you look up into the sky, you see the

Mothership rising into the clouds. It is now that the cross-hair will appear, and if you are caught unawares you may not realise until it is too late. Aim the cross hair at the underside of the craft and blast it continuously. It's that plain

and simple. However, you only have one chance to blow up the alien scum. Fail and the Earth will be attacked again and again.

If you succeed in completing the mission, the Mothership explodes in a spectacular final sequence. Once the aliens have been zapped the army agents give you a well



After the fourth and final location is won and the robots are all cleaned up, you have one job left — destroy the Reticulan's Mothership. This really is the Mother of all Motherships. To help you achieve this objective Di-Salvo steals a big Laser gun from the alien's old hiding place and connects it up to the mobile helmet.

You now find yourself walking



deserved round of applause for your trouble. Once again, in association with SEGA XS, you've saved the human race. It's a dirty job, but we've managed to do it!

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the SEGA *XS* Road Test!

Rev up your engines, slip into gear and burn rubber in the third in our series of superb players' guides! This issue's genre is driving games, in all their forms — from serious simulations to pure, unadulterated arcade action. The XS Road Test covers them all; from the old classics to the latest turbo-charged offerings!

Driving games are big business on the consoles and in the arcades. Nothing beats the first rush of excitement, as you fly around a corner at top speed or win a race with only seconds to spare. These fast and furious games are also one of the most popular ways to take on your friends in a test of skill and agility.

Over the next few pages the high-speed road hogs at SEGA XS will endeavour to give you the definitive guide to all the best racers around. If Formula 1 isn't enough for you, even with the return of Nigel Mansell; if even N.A.S.C.A.R and Indy 500 racing on Sky Sports can't keep you occupied then you need to check out the ultimate XS Road Test, for all your favourite Mega Drive driving games!



GO FOR IT!

The best way to attack any corner is to go tight in on it to gain the ideal racing line. The rest of the field are just as fast as you are, so the way in which you drive is vital to your success. If you take too many knocks on the corners it's virtually impossible to win the race. Like real racing, finding the correct driving line (in and out of corners) is the best way to pick up and maintain your speed.

Go into left hand bends on the left hand side, thus covering less distance than you would if you ran wide. Do the same for right turns, keeping everything really tight. These driving techniques should be perfected on the practice track before every race. It's important to get to know the turns and sharp bends, so you can plan your way around them, ensuring to always take the best route.

GENERAL HINTS

Take as much free time practice as you need in order to get used to a certain track. The better your knowledge of the circuit, the better your chances of finishing in a good position. The only outcome of rushing

your driving education is a place among the also-rans!

The choice of gearbox is vital to success. A manual transmission is faster, but at the same time, its operation is more involved. If you do use a manual system, concentrate on going down through the gears before a turn and also if you're caught in traffic. For the beginner, it's always better to use



the auto-shift to begin with, before upgrading to the manual gear box.

Super Monaco GP, and its Senna-endorsed sequel, both have the same basic control system. Make sure you know what you are doing with an auto-gear before progressing to the manual shift. Failure to do this results in catastrophe!



CHEATS AND CODES

Super Hang-On bike

Reset the World Championship and put HANG-ON into the name entry screen, save it and then press reset. Now go to free practice image training and, after setting the laps and the grid, press Down and A until the transmission screen appears. After setting your transmission, you have a Super Hang-On bike to race.

Passwords

Enter the following to be driving for Madonna, having previous World Championship wins and loads of driver points.

0Q76 2ILM F200 0000
0010 H10F B324 5D76
CAB9 EGC1 0000 0002
0000 0000 F200 2CAC

Try the following password to race against the Super Hang-On bike, if you've put the cheat in first.

0001 0878 0RB3 0900
0900 273B B273 07DD
CBA0 230F FF1F 00H0
2242 DHD1 0234 000R

Action Replay

FF91080001 and FF9109008F
Use both codes to take your car's speed to about 390Km/h.



Cartridge supplied by:

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Super Monaco GP was one of the first classic driving games to become available for the Mega Drive. Its challenging and speedy gameplay takes you around 16 intense Grand Prix circuits, exploring the most difficult and the most dangerous courses in the world. The game is packed with heart-stopping thrills, incredible spills and chilling pitfalls, so, to help you along the track, here are a few essential gameplay tips.

MEGA
DRIVE

SUPER MONACO GP

SEGA • SPORTS SIM



Cartridge supplied by:
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From Coin-op to Mega Drive comes probably the best racing game ever seen on any format. Faster and much more thrilling than Nigel Mansell, *Virtua Racing* is a visual masterpiece, which oozes with ultra addictive gameplay. There is, of course, a price to pay for quality and in this case it's £70, although it is possible to pick up a copy for around the £50 mark. With *Virtua Racing* the message is clear — don't miss out on the most thrilling racing sim to ever crash onto the Mega Drive!



SLIP, SLIDE AND SLOPE.

In *Virtua Racing* there is no room for error. When coming onto a bend, slow down before you reach the corner and take it early. If you do go flat out into a bend, brake immediately as soon as the back of the car begins to slide up the slope of the raised corner. Never take any bend on the outside because G-force pulls you up and over the edge, causing a major crash and an enforced restart from a stationary position.

As you get to know the tracks, you're able to take every corner with a good line and you can even judge big turns, so the natural sliding of the car can be used to your advantage to keep speed up through the whole of the corner.

SPEED UP!

Take advantage of any straight section of the track to accelerate right up to top speed and claw back valuable time. It's important to learn the way the track goes from turn to straight, so you can maximise the speed of your car. Remember though, speed alone will not win races, the use of the break, especially when coming into a large turn, is crucial.

VIRTUA TIPS

Control, rather than flat-out speed, gets you the fastest lap times.

Keep your car moving in a uniform direction, with smooth, even lane changes. Keep to the insides of the turns and learn where to enter a corner with the least amount of skid. The control system is very sensitive so maintaining a consistent racing line is vital.

Take advantage of the free run mode to familiarise yourself with every aspect of the course. By doing this you know exactly what's coming up, and won't be shocked by any surprise corners. To aid this experiment with the different race perspectives. You will probably find the driver's eye perspective too quick to really control the movement of the car. We at SEGA XS found the view from just behind your car the most responsive. It allows you to see what's coming in the distance, but doesn't detract from the excitement of the thrilling gameplay.

Keep a tight hold on the direction pad. Unnecessary swerving costs



valuable seconds, and, if you're using the manual transmission, you increase the chances of driving in the wrong gear. This again shaves valuable seconds off your lap times.

MIRROR, MIRROR ON THE WALL

Mirror Mode is a game feature unique to *Virtua Racing*. It allows you to race around any of the tracks in the opposite direction to that normally taken.



However, obtaining the Mirror Mode takes a bit of clever driving!

It's not the sort of cheat that allows you to simply enter a code. Oh no, this requires some really skilful driving. You must come first on all three of the tracks in the game, making sure you're playing in any difficulty mode other than easy.

When you have done this you should notice a little trophy in the top left corner of the Level Selection screen. Once you have the three trophies, go to the Mode Select screen and find a reversed *Virtua Racing* box. Go into this new option to play in Mirror Mode. It's not a whole new race track, but it certainly prolongs the lastability of the cart.

SONY • SPORTS SIM

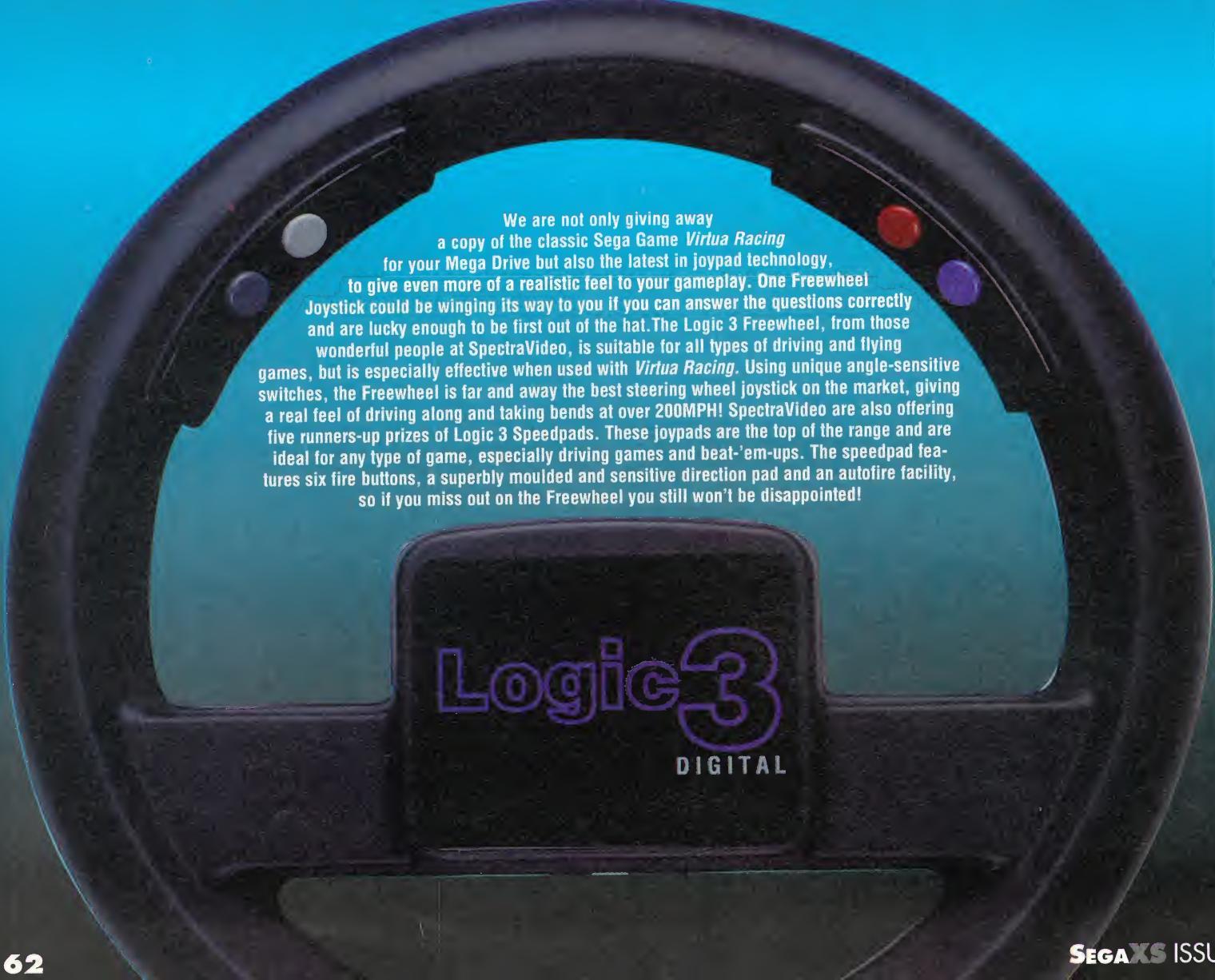
**MEGA
DRIVE**

VIRTUA RACING

FREEWHEELIN' FRENZY!

Question: What is the closest possible experience to playing *Virtua Racing* in your local arcade?

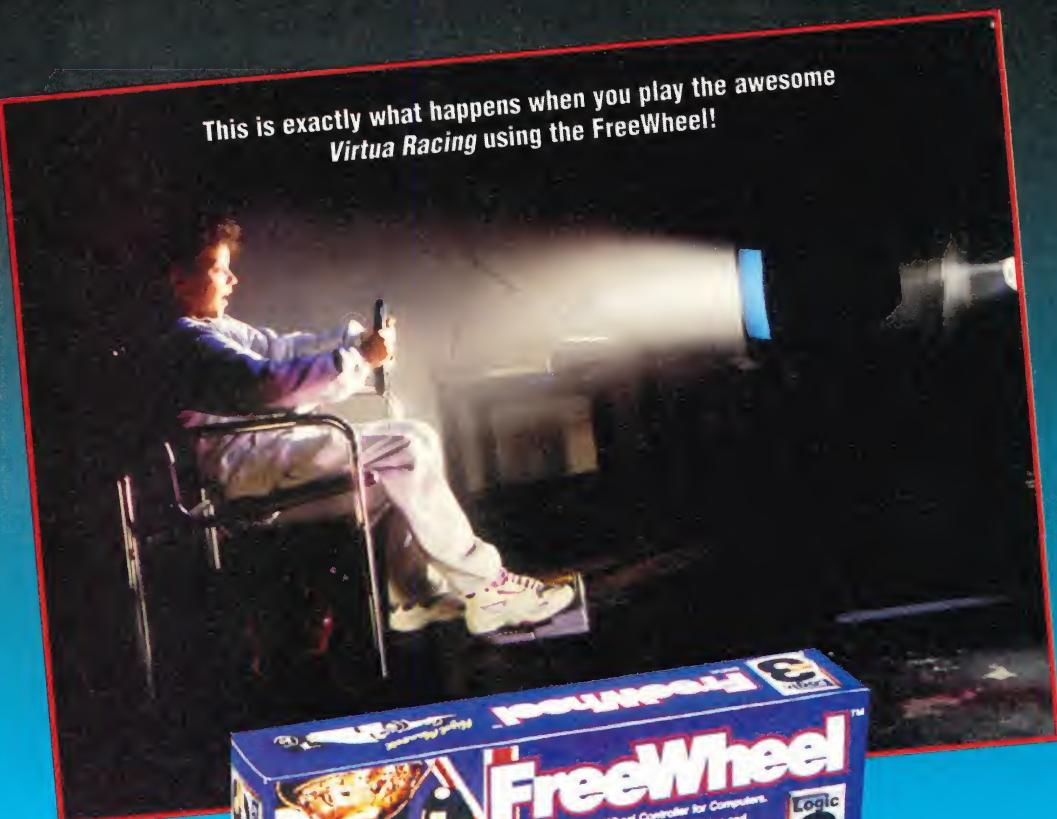
Answer: Playing *Virtua Racing* on your Mega Drive in the comfort of your own home courtesy of SEGA XS and Spectra Video!



We are not only giving away a copy of the classic Sega Game *Virtua Racing* for your Mega Drive but also the latest in joypad technology, to give even more of a realistic feel to your gameplay. One Freewheel Joystick could be winging its way to you if you can answer the questions correctly and are lucky enough to be first out of the hat. The Logic 3 Freewheel, from those wonderful people at SpectraVideo, is suitable for all types of driving and flying games, but is especially effective when used with *Virtua Racing*. Using unique angle-sensitive switches, the Freewheel is far and away the best steering wheel joystick on the market, giving a real feel of driving along and taking bends at over 200MPH! SpectraVideo are also offering five runners-up prizes of Logic 3 Speedpads. These joypads are the top of the range and are ideal for any type of game, especially driving games and beat-'em-ups. The speedpad features six fire buttons, a superbly moulded and sensitive direction pad and an autofire facility, so if you miss out on the Freewheel you still won't be disappointed!

Logic 3
DIGITAL

This is exactly what happens when you play the awesome
Virtua Racing using the FreeWheel!



The Prizes

First Prize:

One FreeWheel joysticks.
One copy of Sega's
Virtua Racing

5 Runners-up
Receive a speed
joypad each.



THE QUESTIONS

1: Spectra Video are based in which famous suburb of London, boasting a football stadium of the same name?

A: Wembley
B: Accrington Stanley
C: Boscombe

2: What is the name of the chip *Virtua Racing* utilises in the Mega Drive version?

A: SVP Chip
B: Bernard
C: Fish 'n' Chip

3: Which of the following is a circuit used in the Formula One Grand Prix?

A: Lyme Regis
B: Silverstone
C: Poole

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THE TACTICAL DRIVE

A good start in any race is essential and the best way to achieve this is to go flat out on the qualifying round to grab a high grid position. When the race starts, keep to either side of the track, giving the rest of the field plenty of room, until you get up to the top speeds. This ensures you're not bashed at the start, so you don't lose speed as you accelerate away.

As you drive around a five lap course never forget to legislate for a fuel stop. If you're in the top five places after the first two laps, take an early pit stop and re-fuel. This drops you even further down the field at first, but over the next three laps you won't have to stop, whereas the rest of the field will all be forced into the pits to refuel.

The other cars usually pit at the end of the penultimate lap and if you can get back into the top five places before this happens, you should pass the rest of the field, while they are in the pit lane. Time your surge to perfection and take the flag in first place.

GENERAL TIPS

When approaching any sharp bends, it's advisable to ease up on the gas, just before going into the

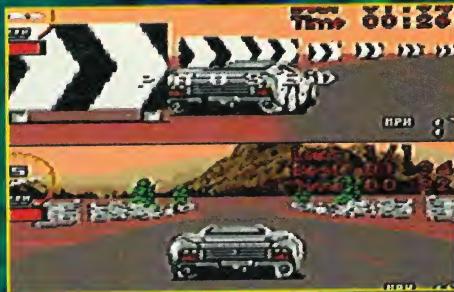


turn. If you fly into every bend at top speed, you're bound to slide around, losing more speed and time than taking it at a lower speed would have lost — so be sensible.

If you're on the inside lane of the track on a short corner, let go of the D-pad just before the end of the turn. The G-force this causes pushes your car into the track's outside lane, and, at the same time, it causes you to increase your speed. An ideal way to shave valuable seconds from your time.

As you drive through the game each track gets harder and harder, therefore you need a lot more time to focus on the racing line. To do this proficiently select the Auto transmission gearbox at the beginning of the game, so you don't have to worry about changing gear.

When you're approaching turns, it's easier to simply let go of the acceleration button rather than go for the brake. If you do go for the brake, make sure



you accelerate hard coming out of the bend, otherwise you waste time trying to build up speed gradually.

If you're taking a sharp turn in the inside lane drop to a lower speed to pass through safely. In order to keep to a higher speed on a bend, it's better to take a line on the outside track. This gives you more time to negotiate the corner.

CHEATS AND CODES

Level Skip

Go to the options screen and select name entry. Delete the current name and input **MAR**, then choose World Tour and select your chosen race.

When the race starts you should pause the game, then, if you press A, B and C at once, you can qualify and the race is automatically won.

Cartridge supplied by:
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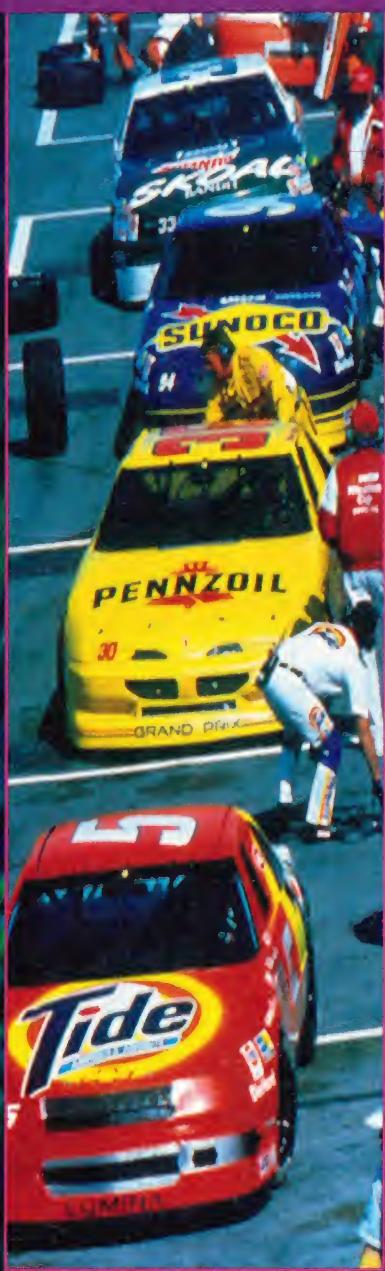


The Jaguar XJ 220, which is based on the XJR-11 racing car, has had only 350 limited edition models produced — with a top speed of over 200 MPH this is one wild cat that can't be tamed! The game originated on the Amiga 500 in 1992 and was converted for the Mega CD last year. It's slick scrolling, impressive graphics and frantically addictive gameplay make this an essential Mega CD purchase, and it's still a force to be reckoned with. The following road test explains the ins and outs of taking this all-action racer out on the racing sim circuit.

**MEGA
CD**

JAGUAR XJ220

CORE • SPORTS SIM



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F1 is the official FIA Formula One World Championship game. It's one of the hottest games to burn onto the Mega Drive and a must for any self-respecting racing sim addicts collection. Take part in the Grand Prix circuit, racing against the likes of Brundle, Schumacher, Hill and Berger, around courses such as Monte Carlo, Hockenheim and Silverstone. What does it take to be the next Nigel Mansell? Guts? Money? Luck? Nah, none of these. All you need is a copy of SEGA XS and this lovingly prepared guide to Domark's awesome racer!

PRACTISE ALWAYS MAKES PERFECT

One of the most important tasks in F1 is to make full use of the practise laps. These allow you to really open up the throttle, learn the nature of the course and go for a really quick lap time. The quicker the lap time, the better placed you are on the grid.

It's very important to get a good placing in the starting line up. This avoids the congestion caused by a guaranteed first lap of traffic when you get a low placing. If you come through the practise laps with a pole position or another high placing, you have the best chance to lead from the front and pull away from the rest of the field. It's possible to come right through the field from the back of the grid but this simply makes hard work of an already mega-tough task.

JUST LIKE THE REAL THING

F1 the car is closely related to the real sport of Formula One racing. The most important elements in reality are the same in the game and should be noted. It's extremely important to get a good position on the starting grid, but, even more importantly, it is also vital to get to know the track and to recognise the pit lane, noting where it is, should you need to quickly change your tyres.

If you can remember which way each of the turns goes, you can position the car in the correct line to make the corner as smoothly as possible. This helps to reduce damage to your tyres and makes it easier to pull away from the field. Always watch the way cars ahead of you take corners, it's a pointer to how you should approach the corner yourself.

Planning the race ahead is one of the biggest elements in real Formula One and it's just as vital in F1.

MEGA DRIVE



TIP BITS

To become F1 World Champion requires plenty of practice. This is especially important when learning the tracks. With 12 circuits to contend with, memorising every dip, corner, chicane and straight is hard work, so it's important to keep referring to the track map to the top-left of the screen.

When going around a corner at



speed, you hear the squeal of the tyres as they struggle for grip. By taking the corner at full speed like this you're quickly wearing out your tyres. It pays to take a corner a little slower in order to avoid a pit stop. Every time you are forced into the pits your car loses valuable ground on the leaders.

Planning the race ahead is one of the biggest elements in real Formula One and it's just as vital in F1.

Corners, dips and gear changes all have to be worked out in advance for a successful race, as do pit stops.

It's advisable to play the game with manual gears, especially in the more difficult skill levels. However, to begin with, players should use Auto-shift. This acts as an important safety measure until you get used to the difficult control system.

Every second you're in the pits means your car is losing time on your opponents. It's essential to judge pit stops strategically, in order to avoid losing too much valuable time and ground on the opposition. The second you arrive in the pit lane, press your 'Pit In' button and select the



required repair job. Then immediately press the Start button to carry out the work. Get ready to accelerate back into the race as soon as the time bar reaches its climax. Winning could depend on your success in the pits.

DOMARK ● SPORTS SIM



Cartridge supplied by:
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Lotus Turbo Challenge is another superb driving game that has its roots in the Amiga and the Atari ST. It has proved to be one of the best and most popular driving games on all formats and is generally regarded as a bit of a mould-breaking classic. *Lotus Turbo Challenge* offers you and a friend the chance to drive time trials, through a series of tough to reach check points, in a smooth Lotus Elan or a slick Lotus Turbo Esprit. Adverse weather conditions and a whole range of other obstacles await the drivers, so check out this run down to find out exactly what to expect and how to drive your high performance car to full effect.

THE RACING LINE

Speed is the name of the game and you must do anything to trim distance and time from your task. When going into a corner, don't just turn enough to clear the corner. Instead, surge right into the inside lane, attacking the corner and allowing G-force to pull you out of it when the bend finishes. This racing line is worth valuable seconds and is the difference between winning or losing miserably. This is also the best technique to use when overtaking other cars.



TURBO SPEED

In the later levels, it's absolutely essential to have the fastest car possible. This is where Turbo Speed really comes into its own. The average top speed of your Lotus is about 130mph, but, if you put the password for Turbo Speed into the password box (see below), you can increase your top speed by an extra 40 mph. This makes mincemeat of all the opposition and virtually guarantees your safe passage through the whole game. Handling the extra speed isn't easy but you will still be able to complete tracks even if you crash over a dozen times. A definite bonus for heavy-handed road hogs!



COPING WITH THE CONDITIONS

The differing conditions on each level take quite a while to get used to. Early turning is the key to passing through the Night Level, as well as keeping up your speed. As soon as you see the distant direction signs on the road, turn in their direction. The signs are always right on the bend, so seeing them early and reacting accordingly always sees you around the turn without much danger of crashing or losing speed.

The same applies to the Fog Level. Although, care must be taken to react with the road signs to avoid running into trouble with other cars. Try to give the other cars a wide berth, so you can keep your speed at a consistently high level. If you constantly crash, it's obviously



impossible to make the check-points. By reacting quickly to the presence of other drivers you lower the chance of this happening.

On the Snow Level, you must react to the road signs even earlier in order to slide in and out of corners, while keeping up your speed and steering the racing line. If you judge the bends normally, the car slides away on the ice and vital time is lost.

The Desert, Interstate and March Levels are all about dodging the obstacles and keeping your line. The

bends are longer and harder but you can't afford to drop speed or the check-points will always be out of reach. Steer away from water, sand and oil. All these things slow you down and knock you off line. Don't worry too much about driving into the trucks in the Interstate Zone, but try not to drift into the on-coming traffic, as this reduces your speed by a greater degree.

The last level, called Storm, tests all your speed and tactics to the limit. Every hazard that you have been combating will come back for a final time. The going is extremely tough and you defiantly need to put the Turbo password in to stand any chance of success.

CHEATS AND CODES

Level Passwords

Night - **SLEEPERS**

Fog - **HERBERT**

Snow - **BUSINESS**

Desert - **APPLEPIE**

Interstate - **STANDISH**

March - **MALLOW**

Storm - **TEA CUP**

Enter **SLUGSPACE** for infinite turbos. Enter **MANSELL** to be able to go though the game non stop.

Action Replay

FF41A5000X: Level select, replace X with 0-7.

FF7CB50063: Unlimited time for player one.

FF7D7F0063: Unlimited time for player two.



ELECTRONIC ARTS • SPORTS SIM

LOTUS TURBO CHALLENGE

SOLUTION

SEGA
XS



FOLLOW THE MAP

At all times there is a map of the track on screen to follow. This is the best way to plan your racing line and to prepare for bends and other changes in direction. The map is also available in practise, so the old adage applies to this car also, which is get well used to the course before embarking on a main race!

FLY BY

Overtaking in real Grand Prix is one of the most difficult things to do, but in the game it isn't too hard, if you follow these simple rules. When you want to overtake a car, firstly look in the mirror to see the track behind you is clear and no one is about to overtake. Speed up right behind the car you want to pass, until you're almost touching it. When you are close pull out, go around the car and then back in front of it in one swift, silky smooth movement. This method keeps your speed revved right up as you go past the car you're overtaking and also ensures that you get right back into the optimum racing line as quickly as possible.



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The world of Grand Prix racing is still devastated by the untimely death of probably the finest driver ever to grace the circuit. Ayrton Senna was the man who put the fizz into Formula One and he will be sadly missed by everyone who loves the sport. *Monaco GP II* is just one example of the enormous influence of the man. With this endorsed game, Senna's name became linked with quality software, as well as heroic driving. For all who have the game and those who would like to have it, here is the guide to an exciting driving sim.

MEGA
DRIVE

MONACO GP II SENNA



TIPS FROM THE PIT

As in the first *Monaco* game, the manual gears are slightly faster than automatic, but it's only really advantageous to use the manual system when the track is wet. Otherwise stick with the tried and tested automatic gearbox — it won't let you down!

Always keep a light touch on the D-pad. The gameplay is very responsive to your instructions, so it's far too easy to brake, downshift or over-steer if you're heavy handed at the wheel. To prevent this ease into corners and come out of them sharply, accelerating all of the time.

Resist the temptation to go flat out around the course, neglecting to use the brake. This is a more cultured and skilled game, than most racing simulations, where D-pad driving skills are tested to the limit, and sometimes beyond.

The best way to get around any track quickly is to take the racing line. Go tight in on the inside of every bend and prepare for

bends well in advance. When you're going through a chicane or around a large turn, it's advisable to drop down through the gears, lowering your speed so you can coast around the corner while still keeping the best line.



CHEATS AND CODES

End Password

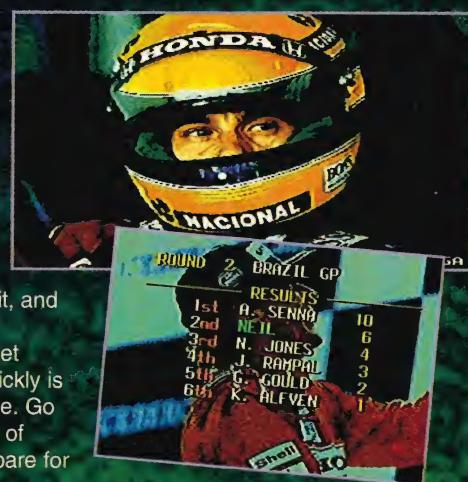
On the password screen type in either **SENNA** or **CHAMPION** to see the end of the game.

Action Replay

FFFC2AXXX: Current Speed.

FFFF5B000X: Player's Position (0-F).

FFFF61000X: Rival's Position (0-F).



SEGA • SPORTS SIM



TOP GEAR

In order to get used to the steering system, a novice player should take the auto-shift option, but once the steering has been mastered it's a good idea to progress to a manual option. There are a lot of tight and narrow bends in the game (especially on the Mountain Course), so the ability to hold back the car without inducing too many skids (of all varieties) is best done using the manual gears.

When you're in manual transmission, keep a careful eye on your Tachometer, which measures your revs. To change the gears correctly, in order to gain maximum speed, change up when the pointer enters the red section and hits the number 8. This is not however a recommended way to change gear when taking your driving test!

BOTH HANDS ON THE WHEEL

The steering system is difficult to get used to at first but really it's pretty simple. Make only slight movements left and right, when you are going around a bend, and centre your wheel when coming out of the bend. The idea is to avoid oversteering. When you're steering to avoid other cars, change lanes as early as possible, unless you're blocked into the inside lane.

ROAD TEST TIPS

When you see a sign with a gas pump on it, prepare to slow down to make a fuel stop. Further down the road, you come across two white lines dissecting the road. Come to a halt between these lines on the right hand side to fuel up. If you stop too far over to the left, you will not be able to make

it into the garage. As always, run out of fuel and the game's up!

The police are everywhere along the road routes, simply gagging to pull you in and give you a ticket. The cops always chase you until you out run them or until he passes you, in order to pull you in. If you're caught, you must stop and collect a ticket, which eats up valuable time.

When you come up behind a car in the right hand lane and there is another car speeding up in the other direction, immediately hit the brakes and stay in lane behind the car in front. When the opposite lane is free, you must speed into it to pass. Complete this manoeuvre quickly, otherwise you'll get blocked



Cartridge supplied by:
ACCOLADE,
Tel: (081) 788 0200

Test Drive II has been around for a couple of years now and is still a hugely popular driving game. All the driving is done from a first person perspective, with only the dashboard and the road ahead to judge your position by. *Test Drive II* allows the driver to climb into a Lamborghini Diablo, a Ferrari F40 or a Porsche 959 to complete the road routes. These dream machines are all a far cry from poor old Richard's slowly rusting Spitfire — it's a shame really!

up again.

All of the cars have different attributes. It's important to find the one with the driving style to suit your own techniques. The Ferrari is the best all-round racer, combining all the attributes of a good top speed, decent acceleration and steady fuel consumption. However, if you want to move like smelly brown stuff off a shovel, the Porsche has the fastest acceleration of all the cars. Alternately, the Lamborghini may not reach maximum overdrive as quickly as the Porsche, but it has the highest top speed.



SECRET OPTIONS MENU

When you start racing, press A, B and C together to enter a menu that allows you to alter the acceleration, braking and grip of your car.



ACCOLADE • SPORTS SIM

**MEGA
DRIVE**

TEST DRIVE 2



ARMED COMBAT

The big feature of *Combat Cars* is its massive gameplay, in particular the weapons that can be used while in the exciting race mode. Players can set mines, traps, activate Turbo Thrusts, shoot heat seeking missiles, splatter oil slicks across the track and drop large globules of glue. By far and away the best weapon to use in any race is the heat seeking missile, this means that before you begin the game, you should always select Andrew, who is the only player with these deadly weapons. By using them, you always hit opposing racers, regardless of how far ahead or behind you they are.

RACING AND SHOPPING

The general gameplay and controls are very similar to those of *Micro Machines*, so if you have played that, *Combat Cars* shouldn't be too much trouble. The other big feature of this game's play is the ability to win money in the races and invest that money in better hardware for your vehicle. Bigger, faster engines and Turbos should be top of your list, but if you're a character who doesn't have a lot of road grip, it's wise to buy better tyres as soon as you can.



Cartridge supplied by:
ACCOLADE,
Tel: (081) 788 0200

Another brand new release for the Mega Drive is Accolade's scorching cart *Combat Cars*. This is a wacky arcade-style racing game in the classic birds-eye perspective favoured by *Micro Machines*. Packed with white knuckle action and thrill-a-minute racing, *Combat Cars* sees drivers manoeuvring through 24 gruelling race tracks, in six different locations, each with four exciting laps. The two player head to head is top entertainment for £29.99. This game is a must buy for all fans of the utterly addictive *Micro Machines*.

THE CHARACTERS

Jackyl - Jackyl has a good turn of speed and an average grip on the roads, but don't expect to get out in front straight away as Jackyl's acceleration is very poor. His weapons are the oil slicks and these are best dropped when in a crowd or on a really tight turn.

Sadie - Sadie's strength is her acceleration. She is almost always first away from the start of a race. However, due to her poor speed, it's difficult to maintain pole position. Her weapon is the glue attack, which should be dropped when someone is trying to overtake her.

Ray - Road holding isn't Ray's strong point but he is far and away the fastest all round racer. His speed is excellent and his acceleration is swift, but he's let down by having a non-aggressive weapon. Instead of attacking the other racers, he has a boost device that injects a fusion of speed into his engine, this is best used on long straights. Ray is the only racer with the ability to out run one of Andrew's heat seeking missiles. Use a boost to burn away.



else. He needs a lot of work done on his car in the shop, especially in the speed department and on his power-up weapon. He has a rather weak shotgun at the start of the series of races. However, turn this into a deadly cannon by spending some money.

Growl - Growl is a very aggressive driver who has superb road holding and acceleration. However, he does lack a high top speed, but he can make up for this by blowing a smoke screen when a group of cars are bunched together.

Mama - For a big lass, Mama is one of the quickest drivers on the circuit. Her handling is also first class, but she is slow to pull away at the start of a race or if a mistake is made. Her weaponry consists of Hydro Boosts that are best used to give a little push after crashing.

Andrew - Andrew is definitely the best character to play as. He has good acceleration and handling, but his best asset is his missile weapons. These are heat seeking and almost always hit the mark. When in the shop, the first thing to do is increase his engine size. Whoever selects Andrew is almost guaranteed to win a two player head-to-head.

**MEGA
-DRIVE**

COMBAT CARS

ACCOLADE • SPORTS SIM

SEGA
XS

COMPETITION

WIN A DRE

It's competition time, remember, if you want to win, you must join in! To run alongside our Road Test feature, we can offer you the possibility of getting your hands on a host of exclusive, never to be repeated, prizes.

In association with Accolade, SEGA XS can once again give you the chance to win, Win, WIN!

The prizes are straight out of the top drawer. We have a copy of Accolade's fast-paced new driving game *Combat Cars* and we have large scale model cars by Burago to give away, with the first prize winner receiving a special, one off, SEGA XS model car with customised number plates! We also have the latest in fashionable t-shirts, so you can look cool this summer, and some limited edition Accolade pin badges to wear with pride. Check out the full list of prizes and start dreaming of winning a fantasy car!

As usual, all you have to do is put pen to paper and fill in the entry form, answering the simple, car-related questions correctly. The first correct

entries drawn out of the
SEGA XS cardboard box

Chris nabbed the last time he went shopping at Sainsburys, will be deemed the winners. Get writing and as always we wish you all the best of British!



ACCOLADE®



COMPETITION

SEGA
XS

AM CAR! *

*The car shown is not actually anything to do with the competition, but you can win a model of it!



The Prizes

First Prize:

- 1 Copy of *Combat Cars* by Accolade
- 1 Exclusive Burago Replica model car of your choice with special customised SEGA XS Number Plates
- 1 *Combat Cars* t-shirt
- 1 Accolade Pin Badge.

Second Prize:

- 1 *Combat Cars* t-shirt
- 1 Replica model car of your choice
- 1 Pin Badge and set of stickers

10 Runners-up:

each receive a *Combat Cars* t-shirt

List of model cars to choose from

- Ferrari F40
- Lamborghini Diablo
- Ferrari Testarossa
- Dodge Viper
- Ferrari 465
- Ferrari 348
- Lamborghini Contashe
- E-Type Jaguar

THE QUESTIONS

1: Which of the following is not an Accolade Sport Driving Game?

- A: Speed racer
- B: Combat cars
- C: Inner City Joy-riders

2: Combat Cars is excellent value for money, but how much does it cost in the shops?

- A: A pint of lager, 20 Silk Cut and a packet of Pork Scratchings
- B: £29.99
- C: Nothing, if you're Colin the designer and nick the office copy

3: What's the name of the British Formula 1 and Indy Car champion?

- A: Rusty Nuts
- B: Dusty Roads
- C: Nigel Mansell

ACCOLADE COMPETITION

1 A B C 2 A B C 3 A B C

Tick the appropriate boxes on this coupon and send it to ACCOLADE compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 8 September and the editor's decision is final.

Name.....

Age

Address.....

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The console I own is.....

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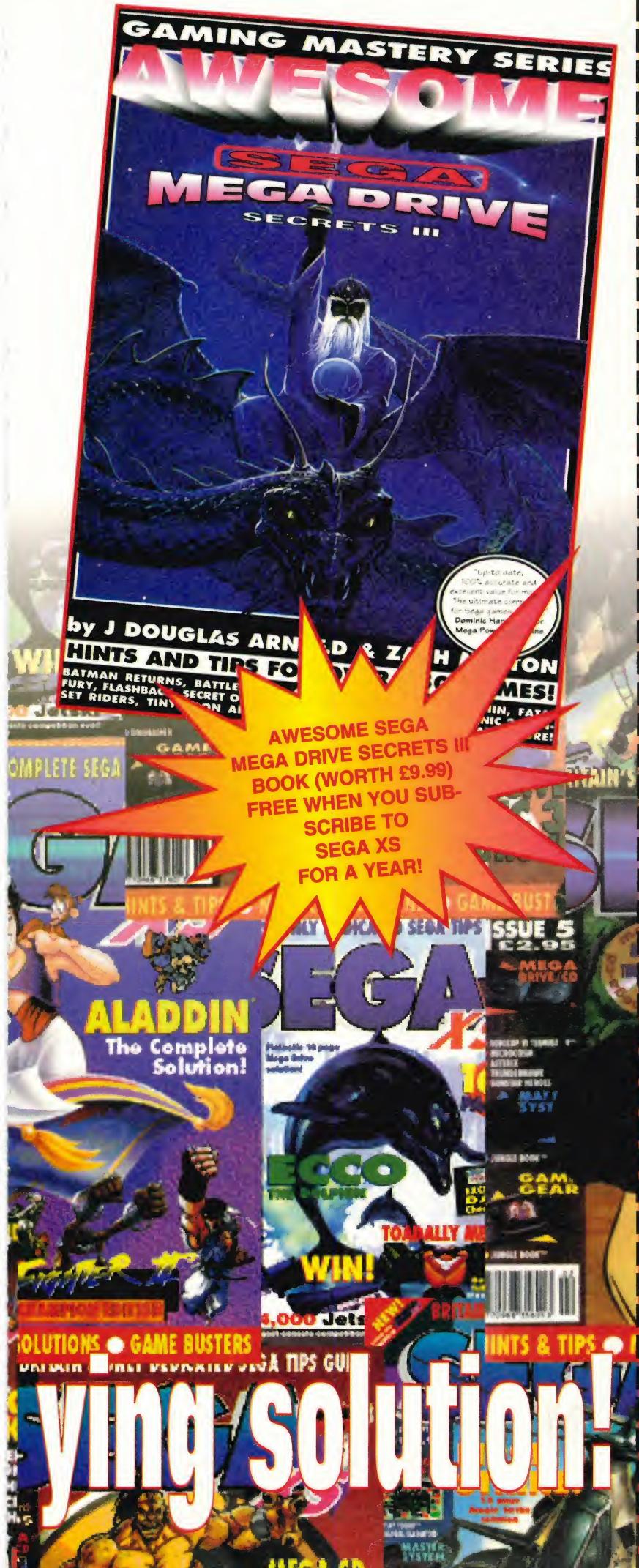
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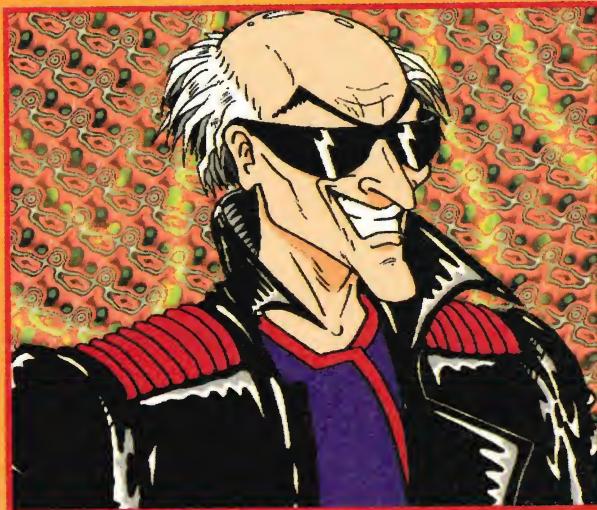
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DOCTOR M.

“ FROM
OUTER
SPACE,
HE'S ON
YOUR
CASE! ”



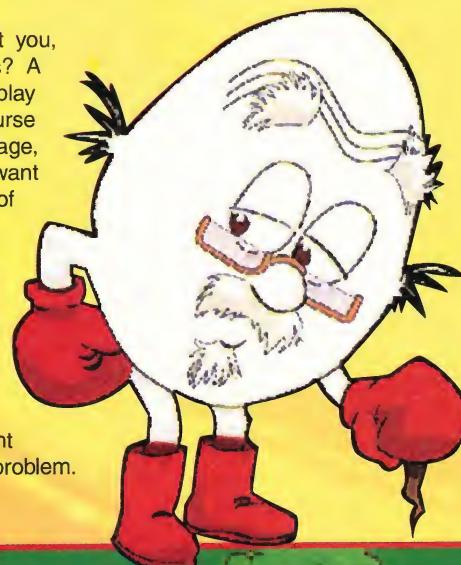
Once again I have been roused from my peaceful slumber to sift through the desperate pleas for help of you mere mortals. For some reason my subterranean laboratory has been particularly busy these last six weeks, consequently I've again been granted four pages in which to spread my inspired wisdom. If you wish to contact me in future, fear not my Earthling chums, no problem is too big or too small to respond to; so write to me, DR M, at the following address —

SEGA XS, 124 Old Christchurch Rd, Bournemouth, Dorset BH1 1NF.

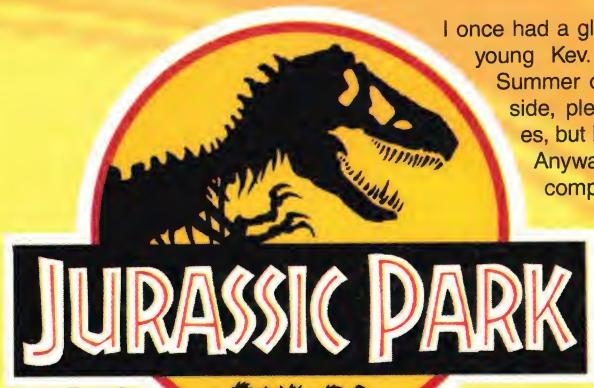
FANTASTIC DIZZY (MD)

Please tell me where to find the straw, to light with the matches, and set Denzil free from his spell?
Graham Stalker, Peterhead

My, you are in a bit of a fiddle, aren't you, young fellow? Problems with matches? A lad of your age should know never to play with fire, but will you listen? No, of course not. Just like every other boy of your age, you think you can do just what you want without a care in the world for any kind of responsibility. Well let me tell you this, young Master Stalker, I've got my eye on you and, further more, I know just where you live (Oh dear, Dr M has finally lost it! -Ed). Anyway, onto the problem of finding the straw. It's hidden away on the Grasslands, between the leprechaun and the submerged log. Once you have the match in your possession, go back to the tree house, light the straw and set poor old Denzil free from his icy problem. There, happy now?

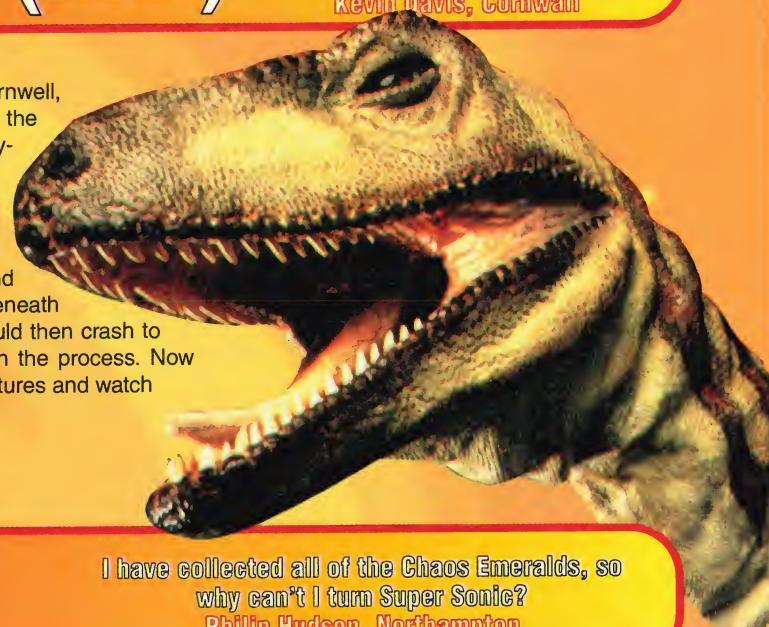


JURASSIC PARK (MD)



I once had a glorious camping holiday in Cornwell, young Kev. It was, oh let me think, the Summer of 1745. Lovely green countryside, pleasant young country wenches, but I guess that's another story.

Anyway, onto your problem. To complete the game, playing as the Raptor, drop past Grant and simply kick the boulder beneath the larger skeleton. It should then crash to the ground, killing Grant in the process. Now sit back, take out your dentures and watch the end sequence!



SONIC 3 (MD)

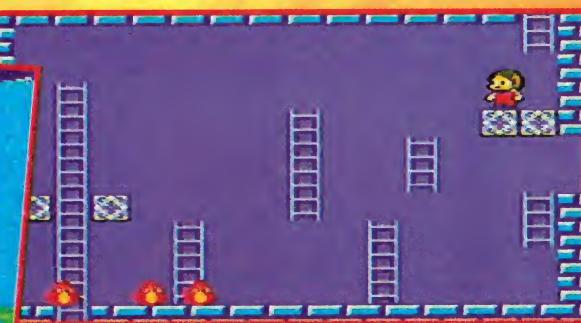
Look Philip, it's really not that difficult you know. I'll spell it out simply for you, as I feel you may not be too bright! After collecting all the Chaos Emeralds all you need to do is collect 50 rings and you're Super Sonic. That's it. It's that simple. What really scares me is your generation will soon be running this Planet. Maybe it's time I filled the Space Ship with two stroke and sought a new home.



I have collected all of the Chaos Emeralds, so why can't I turn Super Sonic?
Philip Hudson, Northampton

ALEX KIDD IN MIRACLE WORLD (MS)

Please can you help me, are there any cheats for this game?
Jessica Peters, Norfolk

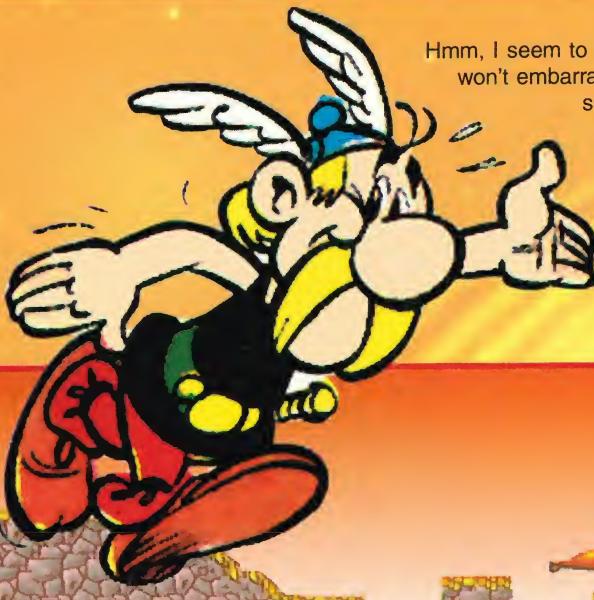


There are two particular cheats that I am aware of, Jessica - but the thing is, I'm growing tired, so I may not be able to write them both down before I fall into a deep sleep. Oh well, as I've always said, sooner started, quicker finished — or something...

Providing you have a score of over 4,000 (easy enough to achieve) when

you die, you can continue by pressing button Two and Up eight times simultaneously. The other cheat is for a secret bonus level. When the octopus appears, kill it and sit on its bowl. Keep pressing down on the joypad to enter a bonus level. Are you satisfied now, young lady? Right, that's your lot then. I hope you feel privileged to have taken up even a fraction of my time. Actually, now I've finished with your insignificant problem, I realise I've more work to do. Oh well, no rest for the wicked!

ASTERIX (MD)



Hmm, I seem to recall a certain wee member of the SEGA XS team having similar problems. Don't worry, I won't embarrass the poor culprit by mentioning his name; will I Mark! Ha, ha! Oh, I really am quite funny some times, aren't I?

Unluckily for you, Andy, there aren't any actual cheats for this game but I can offer you these level codes that might come in useful:

Roman Encampment:	INSULA
The Forest:	CONDOR
Germany:	VIENNA
Roman Galley:	AVALON
Rome:	DULCIS



PUGGSY(MD)

Is there a level select for Puggsy?
Karen Stokes, Fish Guard.

Fear not Karen, you can rely on Dr M! Not only have I got the level select password but I also have passwords to all the end of level sequences:

Access to all levels:

600 276 007
714 325 661
027 316 576

Access to Galleon EOL:

377 501 770
653 677 333
740 161 204

Access to big Racoon EOL:

377 503 570
653 677 333
740 161 204

Access to the other end of levels:

205 632 654
640 215 777
227 413 146



Have fun trying out all of these codes, Karen, and if you want any more help don't hesitate to write in again (I think Dr M has a bit of a soft spot for you Karen. -Ed), remember I'm always here for you.

ROAD AVENGER (CD)

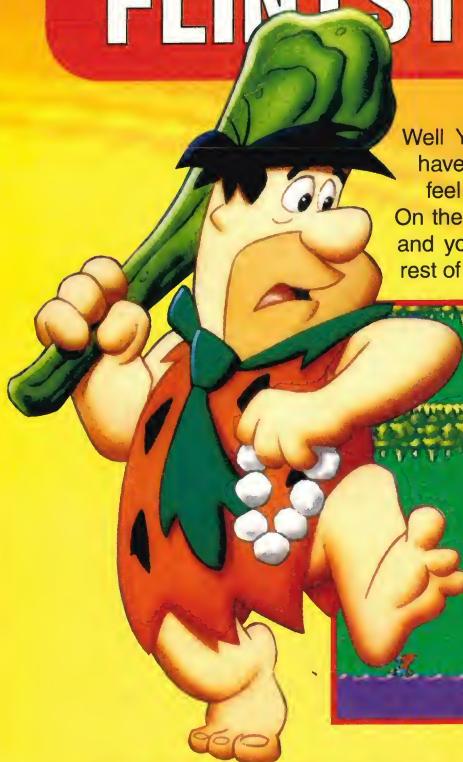
Do you have a level skip for this
ace racer?
Paul, Tony and Craig, Welling



A level skip? Are you telling me you can't even get past the first stage? Normally I wouldn't look at questions like this twice, but I'm feeling in a good mood after the last letter, so I'm going to help you out this once.

Switch the machine on (you can manage that I presume) and go to the main choice screen. Press up and go to the option screen, highlight Players and press A six times. Now comes the tricky bit! Start the game and when it asks you what stage you want to start on press up to advance a stage!

FLINTSTONES (MD)



Well Yabba-dabba-doooo Davie-boy! It just so happens I have indeed got a level select and as you're a local lad I feel you deserve to be enlightened.

On the title screen, hold down A, B, C and left. Press Start and you should get your very own level select! Enjoy the rest of the game my fine, young friend.



BATMAN RETURNS (GG)

Are there any cheats for *Batman Returns*? Also what game would you recommend for me to get next?
Ian and Roy Sampson, Glos

Well Ian and Roy, the answer to your questions lies within me and, seeing as you've written in such obvious desperation, I shall answer them. Aren't I kind? (Not to mention a tad tedious - Ed)

Batman Returns, eh? I seem to remember this being quite a good game, but has it got any cheats? Well no, it hasn't as such, but I can give you a few Action Replay codes. I only hope you have one of these important accessories, after all every cheat should have one! Anyway, back to those codes:

00C02103: Infinite Lives.

00C1590A: Infinite Energy.

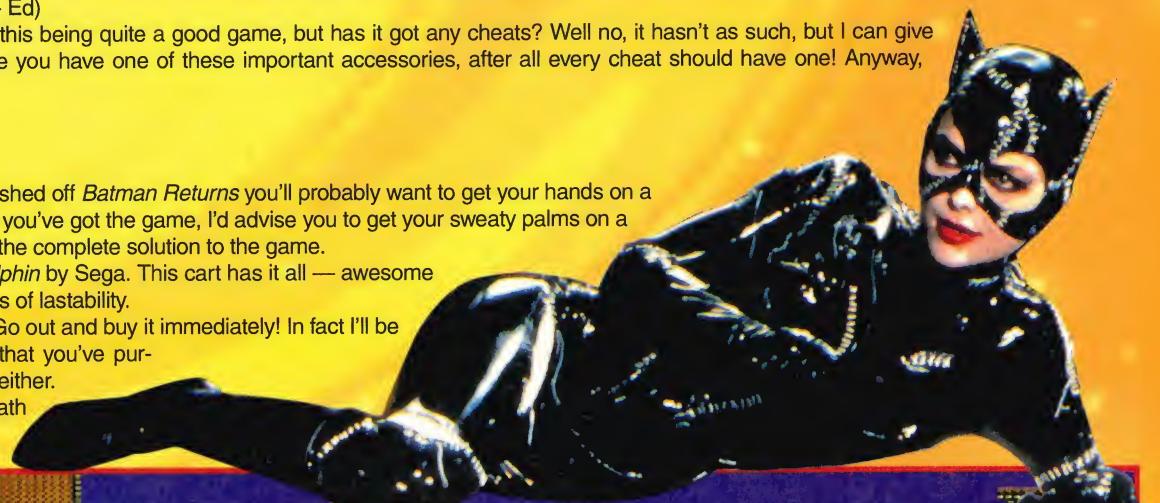
00C01F02: Infinite Specials.

Now to your plea for advice. After you've finished off *Batman Returns* you'll probably want to get your hands on a copy of *DinoBasher* by CodeMasters. Once you've got the game, I'd advise you to get your sweaty palms on a copy of SEGA XS issue #6, which contains the complete solution to the game.

An essential buy is, of course, *Ecco the Dolphin* by Sega. This cart has it all — awesome gameplay, a high level of difficulty and oodles of lastability.

What more could you young fellows want? Go out and buy it immediately! In fact I'll be round to give you what for, if I don't hear that you've purchased this game. Don't think I won't know either.

I'm omnipotent after all, so beware the wrath of a Dr M scorned!



NEW

BUSTERS

This is where we reveal all the most up to the minute hints and cheats in the business. In this all-new section we plan to give more coverage to the latest handy tricks to land on our desks. If you've got a cheat that has never been printed before, send it to SEGA XS. Waiting to receive your pearls of wisdom is young Mark Pilkington (The man with the red hot tip!). Every issue he will present two outstanding copies of *Awesome Mega Drive Secrets III* to the readers who send in the top cheats! Write to **Mark Pilkington, SEGA XS New Busters, 124 Old Christchurch Rd, Bournemouth, Dorset BH1 1NF.**



AWESOME WINNER!

SONIC 3 MEGA DRIVE

I must admit I've been driven insane over the past three months by the hundreds of phone calls, on the Red Hot Tips line, about this game. Imagine my delight when Matthew Silversides from Newcastle wrote in with some stunning cheats for the game.

Come on down, Matthew, and tell the world.

"After you hear the voice say SEGA and Sonic starts to come onto the screen, quickly press UP, UP, DOWN, DOWN, UP, UP, UP and UP. You should then hear a chime. This may take a few tries. The best way is to use your thumb ball and tap the buttons. If you now look under COMPETITION there will be a sound test. Really this is a level select. The Flying Battery, Mushroom Valley and Sandopolis zones are actually two-player levels."

"Choose any zone on the level select and simply hold A and press START on the level. In the level, press B to turn Sonic into an object, C to duplicate and A to change into something different. Turn into a TV and then jump onto it. You will now turn into Super Sonic!"

Cheers Matthew, have a copy of *Awesome Mega Drive Secrets III* on me!



SENSIBLE SOCCER



This is the one of the most popular football sims to ever hit the Mega Drive. Packed with awesome playability it's a must for any footie fan. To make life easier for any new recruits to the game, Sean Lee from Merseyside has a cunning tip.

"If you want to play one of the options you can't select on the beginner level, such as the Cup Winners Cup, follow these steps very carefully indeed. Start a game on Normal or Hard level, then abort and go to the options screen and change to Beginner level. Go back to your previous screen, for example Club Teams. Choose Cup and you will have the option of continuing the Cup Winners Cup on Beginner level. This cheat works for all the extra options."

What a way to equalise son, what a way to equalise!



MIG-29



OK, squadron leader, we have confirmed readouts of a hostile enemy presence in sector Runny-Bunny! What the Hell shall we do, over?

Enemy presence, eh? No problem, Lieutenant, just send in Karl Anderson from Kent; he knows a thing or two about the pesky cart MIG-29!

Wilco, nine-o-five-zip-zip! Well Karl, what have you got to say for yourself?

"Here are the level codes:

- 1 ECFPGTVDFBAJZB
- 2 KHXNWRJAGGGOHH
- 3 SNUMNT1FJGRDOD
- 4 OTUTMCMQDCTVJA
- 5 KRSTOVCOELXQLG"

Gotcha Karl, happy hunting!

JURASSIC PARK

MASTER SYSTEM **GAME GEAR**

I bet there are loads of you having problems completing this tricky cart. Well fret no more, Lee Taylor from Lancs has sent in these valuable hints and tips.

"To get to the final level you need to complete each level in this order:

1. Velociraptor
- 2 Triceratops
- 3 Brachiosaur
- 4 Pteranodon

This should bring you to level 5, called the Civi Centre."

Thanks Lee!

ROBOCOP Vs TERMINATOR

MEGA DRIVE

Yusaf Miah laughs in the face of evil Terminators, as these cheats for Robocop Vs Terminator prove. Anyone out there having difficulty on this ultra-tough cart, read on for peace of mind!

"To choose any weapon you want in the game, pause and press B, A, C, C, C, A, B, B, A, C, C, C, A and B. You should now hear a machine-gun sound. Unpause and press Down plus A, B and C to change to any gun."

"To go down to the next platform, pause the game and press A, B, C, C, C and A. You should hear a firework sound. Unpause and press Down plus A, B and C."

"To stay in mid-air, go near the edge of a platform and press A, B and Forward when you fall. You can fall and stop a few times. The gun can be pointed in any direction."

"And lastly, to go to the end-of-level boss input the following — Pause the game and press A, B, B, C, C, C, B, A, A and B. You should hear ED-209's footsteps. Unpause the game and press down and then up and jump at the same time. This will work from stage 2 to 9."

No problem Yusaf, the New Busters section thanks you!



AWESOME WINNER!



PGA EUROPEAN GOLF

MEGA DRIVE

Martyn Smith from Surrey certainly knows the difference between his bogeys, as he proves with this guide to EA's latest golf game! If you ever wanted to know how to double your winnings, Martyn's your man!

"Play the game as normal, playing skins is best as you get more money, and save the game on the eighteenth hole, just before you tee off. Play the last hole and go to the option screen to check your score."

Restore the game you just saved and play the last hole again. When you win this hole, all the money you've won during the whole game is added to your score. This can be done as many times as you like, as long as you don't reset the saved game.

Save the game at the beginning of each hole, if the ball goes off in the wrong direction then you can just restore it and play the hole again until you get it right.

One more small cheat for the game — set up the computer's shot on the green. If you play as normal, let your opponent get on the green and press START. Now go to shot and select green. The computer will show you a plan of the green. Move the cursor in either direction as far as you want and continue the game. The computer will now take the shot you just set up for him."

Thanks and I hope the tips book comes in handy!



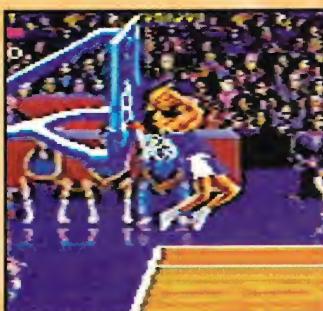
OTTIPHANTS

MEGA DRIVE

Apparently in Germany, the Ottiphants cartoon is as big as *The Simpsons* is over here! Anyway, the video game wasn't that great, but, thanks to Wayne Martin from Aclington, we have all the level codes for you to enjoy to your hearts content! So pack your trunks, and get gameplaying.

*"Level codes for Ottiphants:
Basment: JYFF
Construction Yard: AOHT
Office: PIHE
Jungle: NRCF"*

Cheers Wayne, keep up the good work.



NBA JAM

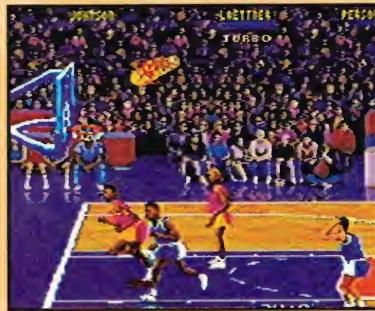
MEGA DRIVE

John Burden from Australia has some cool NBA Jam cheats, to make your matches a little bit easier.

"To power-up the defence, go to Tonight's Matchup screen and tap any button five times. On the fifth tap, hold the button down until the court appears."

To play in a turbo-charged game, go to Tonight's Matchup screen and tap any button 13 times. Now hold B + C until the court appears."

For unlimited turbo, go to Tonight's Matchup screen and tap all three buttons seven times. On the seventh tap, hold down until the game starts."





So here it is! The Busters A-Z is the biggest, most authoritative guide to every single Sega cheat in existence. If you've got a Mega Drive, Master System, Game Gear, or Mega CD – you'll find all you ever need to get infinite lives, passwords and level selects, right here! No other magazine gives you this much information – but we always need more! If you have an original cheat or tip that we haven't printed yet, then send it in to us. For the best new tips we print, we will give you a copy of *Awesome Mega Drive Secrets II* for free! Send all your tips and cheats to **SEGA XS Busters, 124 Old Christchurch Road, Bournemouth Dorset BH1 1NF.**



ABRAHAMS

Easier Mode

During the demo, press B, B, C, B, C, C, C, B, C, B, B and C.

THE ADDAMS FAMILY**Level codes**

Here are the level codes to help you out:

&1YK4
?1H1T
?&91Z
V&s1H
VDHK4
VLKKV

AFTERBURNER 2**Extra Continue**

When the game over appears, press Left, Left, Left, B, B, B, C, C and C followed by Start.

Level Skip

When game over appears, hold down A, B, C and Start on joypad two. Release and choose any level up to 20 as your starting stage.

Level select

Hold A, B and C and press Start on the title screen to get a level select. Use the joypad to select a level and then press Start to play.

AIR DIVER**Invulnerability**

Go to the map screen and put the cursor where there are no enemies. Hold Start and press A, B, C, B, A, A, B, C, B, A and B. Hold Start until the game begins to be invincible.

ASILE LORD**Avoid combats**

Choose the "Configuration" mode from the title screen and set the cursor on "SE NO", then press the following sequence. A, B, C, C, B, A, B, A, C, A, C, B, A, the screen will flash if you succeed, now select "Initial Start" and you will not have to fight any combats!

ALADDIN**Level Skip**

Play the game normally, Pause and press A, B, B, A, A, B, B and A.

Extra Life

When you get to the desert, go and kill the first snake. Go right back and there will be an extra life.

Mickey Mouse Ears

On the Desert, stand near the washing line, so that when Aladdin moves his head you will see him wearing Mickey Mouse ears! An extra life is now yours!

Secret Option Screen

On the title screen, hit A and press B, B, B, C, C, C and C.

ALESTE**Level select**

From the title screen, reset the machine ten times. Hold the Left and Down diagonal while entering the option mode. You'll discover a level select.

Extra continues

Pause the game and press Up, Up, Up, Down, Down, Left, Left, Left, Right, Right,

C, C, B, A and finally Start for 20 continues.

ALEX KIDD IN THE ENCHANTED CASTLE**Scissors, paper, stone skip**

To continue the game without having to play scissors, paper, stone, go to any boss. As soon as the polite chit chat is out of the way press Start to get the item select screen. Press Start again to proceed.

Final Screen Solution

Walk in the following order:

Sun, wriggly lines, moon, star, sun, moon, wriggly lines, fish, star, fish, crown.

ALIEN 3**Level select**

Plug two controllers into the Mega Drive and go to the options screen. Press C, Up, Right, Down, Left, A, Right and Down on the second pad and you will hear the power-up noise. Start the game and pause the game. Now on pad one, press C, A and B to warp to the next level.

ALIEN STORM

Choose Scooter. When your life gets to zero, self destruct. In this way you can carry on without dying.

ALISIA DRAGOON**Level select**

Hold down A after the Sega logo has disappeared and then press B until Gainax is whisked away. Now hold down C and press Start when you see the stars come out. If the cheat is active you will hear a chime. Now during the game, press C to skip the levels and B and Up to increase your hit points to maximum.

ALTERED BEAST**Character select**

Get to the title screen and hold the Left and Down diagonal, A, B, C and Start to be able to select the character (that is, wolf, bear, tiger and so on) you play.

Infinite continues

Press Start and A on the title screen to continue from where you left off in the previous game.

Extra options screen

Press Start and B on the title screen for more options.

ANOTHER WORLD**Level Codes**

Level 2 – HTDC
Level 3 – CLLD
Level 4 – LBKG
Level 5 – XDDJ
Level 6 – FXLC
Level 7 – KLFB
Level 8 – BFLX
Level 9 – BRTD
Level 10 – TFBB
Level 11 – TXHF
Level 12 – CKJL
Level 13 – LFCK

ARCH RIVALS**Easy Scoring**

Choose Vinnie as he is fast and tough. Start with the ball, pass to your team-mate, run straight up the court and press the pass-back button. Run into the corner and shoot, and you will nearly always score a three-pointer!

ARCUS ODYSSEY

To get double the number of items, start a two-player game and kill one off immediately!

Password skip

Enter the password EEEEEEEEEE to start on level five with six reverse dolls.

ARNOLD PALMER GOLF**Secret Tournament Code**

FFFF FFFF FFFF FFFF FF

9999 9999 9999 9999 99

Hidden game

If you take over 100 shots on a hole the game over screen appears. Press buttons A, B, C and joypad Up simultaneously to access a hidden mini version of *Fantasy Zone*.

Super shot

Enter your name as **EVE** and you will be able to hit the ball great distances.

ARROW FLASH**Better flash**

Set the arrow flash to charge and then watch the demo.. If the arrow flashes, you should have a longer lasting arrow flash.

AYRTON SENNA'S SIMP 2

On the password input screen type in either **SENNA** or **CHAMPION** to see the end of the game.

BACK TO THE FUTURE 3**Stage select**

Pause the game and hold down A and press Up, Down, Left and Right to go forward a level.

BARRACUDA**Added time**

B, A, Right, Right, A, C, Up, Down and A.

This sets the energy to six (only three bars will be displayed) and adds 30 to the time.

BART VS THE SPACE MUTANTS**Avoid Skateboard Section**

If you want to avoid the entire skateboard section in the first level, buy a key from the right of the phone box, you will be transported to the OAP's home.

BATMAN: REVENGE OF THE JOKER**Passwords**

Stage 1-1	-	1100
Stage 1-2	-	1200
Guardian	-	1300
Stage 2-1	-	2100
Stage 2-2	-	2200
Stage 3-1	-	3100
Stage 3-2	-	3200
Guardian	-	3300
Stage 4-1	-	4100
Stage 4-2	-	4200
Guardian	-	4300
Stage 5-1	-	5100
Stage 5-2	-	5200
Stage 6-1	-	6100
Stage 6-2	-	6200
Guardian	-	6300
Stage 7-1	-	7100
Guardian	-	7200

Invincibility

Pause the game and press B and Start. The enemy in front can't hurt you any more!

BATTLEMANIA**Strange Scene**

When the Sega logo appears, keep pressing start on player two's joypad and something strange will happen.

BATTLETOADS**Hidden warp**

At the start of the first level, go to the two pigs and headbutt them. Then jump onto the grassy platform on the right. A warphole should appear and if you go into it and you'll be transported to level three.

BIO-HAZARD BATTLE**Level select**

Wait until the Sega logo appears and then hold down the C button. Keep it held down and press Up, diagonal Up Right, diagonal Down Right, diagonal Down Left, Left, diagonal Up Left and Up. After entering this, press Start and the level select will appear.

BLADES OF VENGEANCE**Hidden door**

This cheat will allow you to progress to any level in the game. At the last door on level 1, do a Super Jump at the left edge of the door. You'll end up on a hidden pixel! Now jump right and continue jumping straight up about three times to find the hidden door. Use this hidden door to access any level and collect special items.

BOB**Passwords**

1. 171058
2. 950745
3. 472149
4. 672451
5. 272578
6. 652074
7. 265648
8. 462893
9. 583172
10. 743690
11. 103928
12. 144895
13. 775092
14. 481376

BUBSY THE BOBCAT**Passwords**

- Level 1 - JSSCTS
- Level 2 - CKBGMM
- Level 3 - SCTWMN
- Level 4 - MKBRLN
- Level 5 - LBLNRD
- Level 6 - JMDKRR

Level 7 - STGRTN**Level 8 - SBBSHC****Level 9 - DBKRKB****Level 10 - MSFCTS****Level 11 - KMGRBS****Level 12 - SLJMBG****Level 13 - TGRTVN****Level 14 - CCCLDSL****Level 15 - BTCLMB****Extra level**

At the options screen, input this for an extra level:

STCJDH

BURNING FORCE**Extra lives**

Wait until the title screen appears and then press the buttons B, A, B, A, A, C, A, A and finally Start in sequence to gain a most useful ten extra lives.

BUSBY**Level Codes****Level 2 - MKBRUN****Level 3 - STGRTN****Level 4 - MSFCTS****CALIFORNIA GAMES****Easy High Scores**

On the title screen, reset the game and you should hear a 'Dong' sound. Do this four times and then view the high scores. You should now find that all the names have been wiped, giving you no troubles at all about getting your name up there!

CENTURION: DEFENDER OF ROME**Password**

Just type in the following code to own the world:

QDUA YQ25 5555

55NK VKXW IPJI

CHAKAN**Game warp**

Go to the practice mode, jump to the platform above the air portal and then go right onto a small platform. Press Start and choose the passage Alchemy. Return Chakan to the Navigation level and you will see that the first 12 terrestrial planes have been completed.

Potions

1 green, 1 clear-	Invincibility
2 clear	Swap hour glass
1 red, 1 clear	Restart point
2 blues	Makes you invisible
1 blue, 1 green-	Slow enemies
1 green, 1 red-	Fire bombs
1 red, 1 clear	Fire sword
2 green	Air sword
2 red	Fire sword
1 blue, 1 clear	Jumping boots

1 blue, 1 red - Earth sword

CHUCK ROCK**Level select**

On the title screen, press A, B, Right, A, C, A, Down, A, B, Right and A. The guitarist will stop playing and smile at you. Now press A, B and C together, he'll smile again to show that the cheat's worked. Start playing the game and use the following combinations to access the other levels.

A and Up - Go forward one level.
A and Right - Go forward one stage.
A and Down - Go back one level.
A and Left - Go back one stage.

COOL SPOT**Level select, infinite time, infinite health**

Pause the game and type in A, B, C, B, A, C, A, B, C, B, A, C, then unpause it. You will now have full health, lives, time and skip to the next level.

COSMIC SPACEHEAD**View Game**

After selecting English language, press C, B, C, A, B, C and Start for a full viewing of the game.

CRABBALLAD**Level select**

C, Right, A, B, B, A, Left, Left, A, and Down

Activates the level select. On releasing the START button the first two digits can be set to the World and Level numbers. Press A + B + C while paused to return to the title page and the game will start on the requested level.

CRUE BALL

Level Select
Listen to level six on the sound test, then press A, C, A and B followed by Start. You may now advance levels by pressing B and Up once the game has begun.

CURSE**Configuration mode**

Reset the game, hold A and press Start.

CYBORG JUSTICE**Cheat Mode**

To obtain a secret options screen, pause during a duel or arcade game and press C, B, B, C, C, A, C and B.

DANGEROUS SEED**Extra credits**

Start the game and then from the opening demo press the joypad sequence Left, Left, Left, Up, Down, Right, Left and Right for 99 credits.

Expert Mode

DIAL-A-TIP
C / 64 • SUPER NES
GAME GEAR • ST • CDI
AMIGA CD32 • MEGA CD

CALL OUR "ALL FORMATS CHEATLINE" ON 0891 101 234 AND SAY "YES" FOR YOUR MACHINE

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WHO YA GONNA CALL?**

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SUPER MARIO WORLD 0891 445 924
INDEX LINE 0891 445 904

QUESTION & ANSWER SERVICE
0891 445 977

On the demo press up, down, left, left, right, right, up and down to get onto Expert Mode where enemies move faster and their bullets are bigger. When activated, you should hear a tinkle and the title will turn blue.

DARIUS 2

Invulnerability

To be invulnerable to hits press A, B, A, C, B, C, C, B, C, A, B, A on the title screen. No hit should appear onscreen and you'll be able to start the game as usual.

Zone select

Press C, A, C, B, C, A, B, A, B, C, A, C while you're on the title screen to get a zone select.

DEADLY MOVES

Passwords

To have maximum power against Ranker, enter this: MPV XRPO JM7.

DESERT STRIKE

Level Codes

Level 2 - BQJRAEF
Level 3 - TLJKOAP
Level 4 - WTEOUJP

Ten lives

Enter this code for ten extra lives:

BQQQAEZ

DEVIL CRASH

Extra Balls

Password	Score Ball
DEVIL CRASH	390,0007
TECHN OSOFT	2,000,00010
09563 35555	555,50033
TF2hz TF3EM	464,90010
LUCKY LUCKY	77,7007

When you think that the ball is going out, press A and display password, then start the game. The game starts with the ball in your possession.

End sequence

Enter the following code to do battle with the end-of-game demon:

ALCLAE8ECK

DEVILISH

99 Balls

During the title screen, hold down buttons A, C and Left on the control pad.

DINOLAND

Test card

When the "Wolf Team" logo appears, hold down A, B, C and press Start. A test pattern will now appear.

DJ BOY

Demo play

After play, your actions will be repeated in the demo.

Bonus items

On level three, hit the third barrel to reveal lots of coins and other items.

DRAGONS FURY

Start with 10 Balls

Enter the password Tech-nosoft

DYNAMITE DUKE

Hidden Options Screen

Press C ten times before pressing Start

EA HOCKEY

Best shots

Slap shots are best played from the blue line. Take time with your passes and move in close to goal, skate from side to side across the goal mouth and when you see an opening tap C. This tactic, if performed properly, will cause the goalie to move out of the goal.

Password codes

D7K76Y43HYMPTSW4
D7SDPH67BFGZVJDC
D7YJVYGD72VMLL2
D76YDLPJJ39NMHZ

ECCO THE DOLPHIN

Blue Whale Control

Press Up, A, Down, Left, B, Left, C, C and then Down when you swim Ecco next to the Blue Whale on level 10. Once this is done, you can control him. It takes practise.

Invincibility

When you get to the screen explaining the next level, press and hold A and Start. The game will pause but if you unpause it, there will be no music and you will be invincible.

Code

Enter SHARKFIN and press Start. Your sonar will now kill jellyfish and you will not need to go up for air.

Level select

Go to the password screen and enter PLEASE followed by any of these letters.

Ice Zone	-	EE
Island Zone	-	FF
Pterandon Pond	-	GG
City of Forever	-	HH
Under Caves	-	II
Deep City	-	KK
Last Fight	-	OO
Origin Beach	-	QQ
Marble Sea	-	UU
Open Ocean	-	WW
Ridge Water	-	ZZ

Infinite lives

Enter the following code: NIHPLODS (dolphin backwards).

Passwords

Undercaves	-	WEFIDN-
MP	-	ZYUELF-
Vents	-	
BM	-	
Ridge Water	-	
NRAVEEIP	-	
Lagoon	-	NGBBLF-
BM	-	
Ocean	-	YWGT-
TJNI	-	
Hard Water	-	
RGQRHEIX	-	
Cold Water	-	
UVJUBUKX	-	
Island Zone	-	LYTIO-
QLZ	-	
Deep Water	-	
SJVLTJNW	-	
Marble Sea	-	FZT-
PVJND	-	
The Library	-	GYZM-
BUKU	-	
Deep City	-	FAZXI-
FLZ	-	
Jurassic beach	-	
ZAOBUNLG	-	
Pterodactyl Pond	-	LLHFUN-
LA	-	
Origin Beach	-	MPA-
JUNLC	-	
Trilobite Circle	-	FEU-
MUNLH	-	
Dark Water	-	CRNQUN-
LO	-	
Last Battle	-	KQCNLNM-

LX

EL VIENTO

Level Select

During the game press pause, then press Up, Left, Right, Down, and B, you will now progress to the next stage.

Multi Magic

Similarly, after pausing, press Up, Left, Right, Down and C. You should have acquired a spell, repeat four times to gain all four spells.

ESWAT

Level select

Finish the game and when back on the title screen, press the Right and Down diagonal and A, B and C simultaneously while pressing Start. You will get a level select.

Extra energy

When your life bar only has one remaining unit and you're hit again, hit the fire button. You will still be alive – with no energy though – and will most definitely die when hit again.

EVANDER HOLYFIELD'S BOXING

Defeat Evander

To defeat the almighty Heavyweight champ himself, all you have to do is stay close to him and keep alternating between left and right hooks, this process will cause Evander to sustain a cut above the eye and a broken nose, and will result in the fight being stopped due to a technical Knock-out. By repeating this process you will also win each round on points.

Green madman

Choose the new career option and call your boxer The Beast. You will now have an incredible hulk fighter with the best possible statistics.

EX-MUTANTS

Cheats Screen

Enter the options screen and set the music to 05 and the FX to 21. Go to exit and hold down A, B and C, then press Start.

F1 CIRCUS

Weather Setting

You can easily clear every stage of training mode by flicking into reverse gear and going round the circuit in the wrong direction.

Weather control

When setting the course, hold down Start and Down and press A for a cloudy day. Hold down Start, Up and press A for sunshine.

View ending

From the game mode select screen, choose World Championship. After you've entered your name correctly, press the Up and Left diagonal, B and Start. You will now be taken to the closing credits of the game.

F-22 INTERCEPTOR

Level Codes

USA Campaign	- OHG1)
Korean Campaign	- 7DG002
Iraqi Campaign	- K1OB0U
USSR Campaign	- F22F22
Aces Campaign	- M1O106

FAERY TALE ADVENTURE

End game sequence

Enter the following password to see the end of this massive adventure game:

7R2KUL6RSZXSK6NHGS
DCB720663RI2HO785P

FANTASIA

Increase lives

There's plenty of opportunity to increase your lives and magic on the water stage. Get to the point where the platforms take you in an upwards direction. Jump to the top one and get the extra life located there. Now get to the point in the level where the magic book is located. Pick it up and keep moving right to the site with the treasure chest. Enter the chest and you will be miraculously transported back to the platforms. Just continue picking up the extra life until you think you've got enough or are absolutely bored with the procedure.

Bonus items

When starting stage one, go down a flight of stairs and shoot at two small enemies. Two brooms will appear from the right, take them along to the left and shoot the first one, then loads of items will appear on the stairs.

FASTEST ONE

Invincible tyres

Enter your name as HAPPY NEW YEAR in World Championship mode to get invincible tyres.

Viewing mode

Choose test mode and on the team select screen hold down Right, B and Start.

FATAL FURY

Controlling Geese

To play as Geese Howard without using a continue, hold down the direction pad in left when you select your playing mode.

Infinite continues

When you have lost a game and the continue screen appears, hold Up and press A, B and C simultaneously. Now let go of the buttons and press them all once more. Your credits will now go up by one each time you do this.

Different Ending

After beating Geese Howard without using a continue, keep a throw button held for a different ending.

FENOS

Extra credits

Start the game as usual and when Chapter 1: Devil in Diros appears onscreen, enter the sequence C, A, B, A, C, A, B for a very handy extra nine credits.

FIFA SOCCER

Tournament passwords

Quarters	- Arg Vs Can F74YBB79PT
Semi's	- Arg Vs Aus F74YBB591D4
Final	- Arg Vs Eng F74YBB85P1P9

League Password

To win 13 out of 13 with EA Allstars - QP5CW4J1PY1MR

Play offs

Final with EA Allstars - X8XZW4TR1PH

FIGHTING MASTERS

Same players

Select two players from the title screen. When selecting the first player, put your cursor over your favourite monster and press Up and A simultaneously. The same monster will now come up on player two in a different colour.

Championship edition

On two player character selection, press Up and A simultaneously to change the colour of your monster.

FIRE MUSTANG

Extra life

For an extra life, hold Left and C and press Start from the title screen.

Power-up

From the title screen hold Right and A and press Start to begin the game with full power-ups.

FIRE SHARK**Full power-ups**

Finish the game once and you'll have full power-ups the second time.

Level select

Go to the explanation of level screen (after the title screen) and then press A, C, Up and Start to enter the round number.

FLASHBACK**Codes**

Easy	Normal	Expert
1 PIXEL	1 FALCON	1 CLIO
2 BETSY	2 DATA	2 ACRTC
3 PANCHO	3 MILORD	3 BLOB
4 STUDIO	4 QUICKY	4 STUN
5 TOHO	5 BIJOU	5 MIMOL
6 AKANE	6 BUBBLE	6 HECTOR
7 INCBIN	7 CLIP	7 KALIMA

Last code is CYGNUS.

To get through closed doors, pillars and walls, stand right up against them (but facing in the opposite direction). Now press A and forward to run from the door, then as soon as you start to move, take your finger off the A button and turn back to face the obstacle and press A again. Now will now be pushed through the wall/pillar/door but you must remember to keep the button pressed until you are all the way through or you will be stuck.

Make Enemies Disappear

Enter PIXEX on the Password Screen.

FLINTSTONES**Level Skip**

On the title screen, hold A, B, C and Left together, let go and press Start. Now push a direction to skip levels.

FORGOTTEN WORLDS**Infinite continues**

To get infinite continues just play in two-player mode and when one player dies, hit Start several times in rapid succession. It's really that easy.

GAIN GROUND**Level select**

Go to the option screen and press the controller sequence A, C, B and C to make a level select option appear in the menu.

GAIARES**Invincibility**

Pause the game and then hold Left, A and C. The screen will pause for a second. Continue the game and you will be invincible.

Level select

Hold A, B, C and press Start. Set sound test to 18 and hold A on the second controller to get a level select option.

GALAHAD**Infinite lives**

Type in the code LTUS, then press A, B, C and Start to skip the levels.

Passwords

Level 2: ZXSP

Level 3: LUFT

GAUNTLET 4**Loads of Health**

Enter this code to give you a much healthier character than you could ever hope for:
5:8TPYC76XAO:5LJL3D846TEO63COA

Passwords

From the options screen select Quest Mode and then the Continue option to allow you to enter these passwords. Ensure you select the correct character before entering the data.

Thor The Warrior

YLOG: J4E97 X-TE8
68XOP W09+W 3+CX1

This will give you over 20,000 units of health, loads of items and access to the castle.

Thor The Warrior

Y6TDR 7G0RL 94TE9
47CD5 A4X6R 3+CLP

This will let players tackle the towers and the tower dragons with enough health to win.

Questor The Elf

9FYWR MP7:9 90JU-
XP+5X +KDP= -C3RH

This will give the Elf a lot of extra power.

Thyra The Valkyrie

:ECTM L-FU9 F9994
=135G -8+0T X4M:Y

This will give Thyra many different strengths.

HOSTBUSTERS**Invincibility**

You're invincible if you're on the stairs.

Boss beating

Stay in the right corner and shoot bubbles to kill the boss on level two.

GOHOLS 'N' GHOSTS**Invincibility**

Go to the option screen four times. Then, from the title screen, press A four times, Up twice, Left, Right, Left and finally Right once again. Then, hold down button B and press Start to become invincible, invulnerable and in complete control of the situation.

Start Game at the Final Boss

On the title screen, press A 16 times, Up, Down, Left, Right and then wait for a chime. You should now press Down, Right, A and Start together.

GLOBAL GLADIATORS**Extra lives**

Pause the game and press A, A, A, B, B, B, C, C, C, B and A, then unpause it. If a voice calls out "You cheater", repeat until you get all the lives you need.

Level skip

Pause the game and press B, C, B, A, B, B, C, B, A and B. Unpause the game and it automatically goes to the end of the level.

Infinite lives

When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A, C.

GOLDEN AXE**Level select**

On the player select screen, hold the Right and Down diagonal, B and Start simultaneously to get a level select.

Extra credits

Once again, from the player select screen push the Right and Down diagonal, A, C and Start simultaneously to gain nine credits.

GOLDEN AXE 2**200 Magic Units**

Keep button A held down while fighting a guardian and, when he dies, let go and don't touch anything. You will then have 200 magic units.

Extra Credits

Get on to the title screen and move to the "Options". Press A, B and C simultaneously. Keep them held down and enter the options screen. Let go of A, but keep B and C pressed down. Move down to the "Exit" and press Start. Choose a one or two player game and then a normal game by pressing A. You will see your credits increase from three to eight.

Level Select

Get onto the title screen and move to the options. Press A, B and C simultaneously. Keep them held down and go to the options screen. Let go of C, but keep A and B pressed. Move down to the exit and then select your player. A level select will appear.

GOLDEN AXE 3**Level Select**

Press A, A, A, Start, C, C, C, C, and C at the first Character select screen quickly.

GRANADA**Unstable character**

Once you've completed the game, wait until the music ends and press A. Your character will fall over. Weird.

GRANDSLAM TENNIS '92**Hidden options**

During the password screen, enter CONFIG and fill the remaining spaces with full stops. You will now go to a hidden options screen where you can alter the level of play, sound test etc.

Different Set of Players

Enter GRAND.SLAM with the full-stop in the middle and filling in the rest of the spaces with full-stops to get better players.

New Player

Entering this password gives you a new player called Mickey D: GCA IVE MKQ NGC QFT

FIQ AAA AAA AAA AAA

AAB KVK VKV AAA AAB

GREENDOG**Rapid Fire Discs**

Press Start, C, A, B, A, L and L.

GYNOUG**Easier Mode**

Go to the Game level on the options screen and press A, B, C and Start.

Level select

On the options screen, put the cursor on the control menu option and hold A, B and C simultaneously for around ten seconds to get a handy level select.

Infinite credits

When the game over message appears, hold Left, A and C and press Start to prevent your credits decreasing.

HARD DRIVIN'**Practice level cars**

Play a normal game and then enter practice mode. Cars will miraculously appear on the track.

HELLFIRE**Extra continues**

Select hard on the options screen then go to the sound select and listen to any tune for over 70 seconds. The game should start and "YEAH RIGHT" will appear where it should say "Difficulty Setting". This will inform you that the cheat mode has been activated and you have 99 continues.

HERZOG ZWEI**Passwords**

5 Wins	- GGGKHAGOKLO
12 Wins	- BPHOHACAGML
19 Wins	- NPLOFOCAGKP
22 Wins	- TMLPFEGERMLC
25 Wins	- JAJJBPNCMC
28 Wins	- LILOPDPIKJ
31 Wins	- JLJOMGJAOKL

Password buster

Try any of these passwords to get further in the game:

JLJOIGJBOKO

LHJKINAFAMA

JLJOIGLAOKN – last level

HUMANS**Unlimited tribe members**

Rescue the extra man, press Pause and restart the level.

Passwords

Level 60	- YNTBXJYNWLK
Level 61	- FQKKPTYLQZJM
Level 62	- TZYNMBQRSFZM
Level 63	- BSHJMJTMFCFS
Level 64	- LTLJQVMRYZLM
Level 65	- NCHQVFQXFQZH
Level 66	- MFGLYVGRQVZP
Level 67	- QTSDFBMFTMJU
Level 68	- CLYBVHQNGBYN
Level 69	- ZWGZBQRGLPPN
Level 70	- VWPKNRSXXYTR
Level 71	- NCHMNXGHZGLS
Level 72	- TWJZBHKTMCPC
Level 73	- TQVCXVNFFZZN
Level 74	- QLMVQJNJMZLQ
Level 75	- VKPKLSSLTYFTC
Level 76	- DWJPYHKDGPYT
Level 77	- RKLDKFSJSBSJZ
Level 78	- TYZNGBCBWPJV
Level 79	- BCDDSNZQZYPC
Level 80	- XPMNWJFKFNQZC

THE IMMORTAL**Level codes**

6E1EC21000E10 – level 3

465FA31001EB0 – level 4

D4BFDA1000EB0 – level 5

BCFEF51010A41 – level 6

6B10F61010ACL – level 7

E590D710178C1 – level 8

Invincibility

Wait for the level name to appear and hold down Start. Now hold down A until the game appears and finally release A to make yourself invincible.

INDIANA JONES & THE LAST CRUSADE**Level select**

When the Lucasfilm logo appears, press A, B, C, B, A, C, A and B. The level option will now have SHHHHHHH instead of normal.

INSECTOR X**Infinite credits**

When you get the game over screen showing the continues counting down, hold the Right and Down diagonal while hammering the C button continuously. You can do this at any time to gain extra credits.

JAMES POND**Open all exits**

On the title screen press C, Left and Start.

During the game press A, B and C simultaneously while rotating the joypad. This will open all exits, making the game much easier.

JAMES POND 2: ROBOCOD

Invincibility

On the first roof collect the objects in the following order: Cake, Hammer, Earth, Apple and Tap (CHEAT).

Infinite Lives

In the sport zone, after crossing the spikes, collect the objects in the following order: Lip, Ice-cream, Violin, Earth, Snowman (LIVES).

Extra Power

Once you have passed the second spike pit on the first sports zone collect the objects to spell P, O, W, E, R.

Level select

On the title screen, push A, C, Down, Left and then Start. You should now be taken to an options screen from where you will be able to choose your starting level.

TURN YOUR WORLD UPSIDE-DOWN!

Pause the game and type C, A, B, B and A on any level (excluding bonus levels) and the screen will either flip upside-down or you will complete the section.

JAMES "BUSTER" DOUGLAS

Extra continue

When you die, wait for the game over message to appear and press Up and Start together. You will be able to continue where you left off as you'll be awarded an extra continue. This only works once, so only use when you're right out of continues.

JENNIFER CAPRIATI TENNIS

Best Player Password

To get the best player, enter the following password

I.\$.CAPRIATI

Change attributes

Enter the password CONFIG and fill up the rest of the space with dots.

Male Players Password

To obtain male players, enter the following password: GRAND.SLAM..

JOHN MADDEN '92/93/94

On-Side Kick

Retain possession at the kick off by repeatedly jabbing the kick button very quickly as the kicker starts to take his run up. The defence should recover.

Field Goal Block

Select Punt Block and, using the right inside linebacker, diagonally charge at the kicker.

JOHN MADDEN '92

Password buster

Try any of the following to participate in various stages of the game:

0465100 - quarters

0075121 - semi finals

0475352 - Superbowl

JOHN MADDEN '93

Running the clock-out

When the play description comes up, hold up on the D-pad and tap C. The clock will now continue to tick.

JUNGLE STRIKE

Codes with 16 lives

Level 4 - XT6YXL6PF6M
Level 5 - VNHYWMGZBC9
Level 6 - WSFXW4MPYHJ
Level 7 - THPD96PGCLN
Level 8 - N4SC37S6MWB
Level 9 - NZY9SDBR9Y6

Level Codes

Level 2 - RXW6YKVRMCZ
Level 3 - 9WP39NSHJKW
Level 4 - XNL4FD397SW
Level 5 - V4MCD39VSPH
Level 6 - WMK3W746JK7
Level 7 - TGZX4CFDYRP
Level 8 - 7L5PCF3BRWC
Level 9 - N4HCFK9XVNK

Extra Lives

On level 7 - River Raid, four extra lives can be found under four small pyramids at the top of the map. These are approximately in the centre of the level by three skulls on pillars. Blow them open and the lives are all yours!

JURASSIC PARK

Level select

Enter this code: 02160016. Select options and leave the screen straight away. Change the player to Grant and Start the game. Now a level select should be presented.

Level Select

Enter this code: 02160016. Select options and leave the screen straight away. Change the player to Grant and start the game. A level select is now offered.

Level Passwords

GRANT

Power Station - 240P0021
River - 4A3PG0A4
Pump House - 621C002N
Canyon - 81VVMF20
Volcano - A69KJG6U
Centre - CVVVVV4

RAPTOR

Power Station - I21G0027
Pump House - K21G0029
Canyon - M21G002B
Centre - 021G002D

MAXIMUM AMMUNITION CODES

Enter these codes to give Grant full weapons:

Jungle	OVVVVVUP
Power Station	2VVVVVUR
The River	4VVVVVUT
Pumping House	6VVVVVUV
Canyon	8VVVVVU1
The Volcano	AVVVVVU3
The Visitors Centre	CVVVVVU5

KID CHAMELEON

Final Boss Warp

To warp straight to the last boss, Plethora, go to the Lake Woods 2 level. Fight your way all the way to the end and jump onto the last prize block above the exit. Now press the Down, Right diagonal and press the jump and special attack buttons at the same time. The screen will fade and you will be warped to the last boss.

KING'S BOUNTY

Password

This code enables you to have a huge army and three villains left to defeat:

VRP Ø6 8TQ
FT3 VE M6N

DG1 ZZ 7B1
MOE 8W CQR
WOA BD EHX
DCE FH Y22
WV1 JL MF6

KING OF THE MONSTERS

Extra Continues
Press A, B, C and Start when you're on the title screen. Press A and an options screen will appear giving you 12 extra continues.

KLAX

Special game
Hold the Left and Up diagonal, A, B, C and Start simultaneously from the title screen for a special game.

KRUSTY'S SUPER FUN HOUSE

Open all the doors

Reverse the game designer's name, WILLIAMS, to SMAILLIW, and enter this on the password system. You can now freely enter all of the doors on all of the levels but you still have to solve all the puzzles. The Open Doors cheat also gives you infinite lives.

LEVEL PASSWORDS

2 Whoamama
3 Flanders
4 Brockman
5 Sideshow

LAKERS VS CELTICS

Password buster

With the following code you get to play the LA Lakers against the Philadelphia 76'ers with just one game needed to win the final: 3L2GJS.

LEMMINGS

Codes

FUN	TRICKY	TAXING	MAYHEM
PRES	SUN		

1 RXBGD FPBMZ FZBGM SQBMD TRDWV HLDCW
2 WQHNM XMJWF GDHKP HZJSG ZXLYG BVLYJY
3 TXBGD DZBJF JLBDF SFBBKF YJDTW NPDQZ
4 YQHNM WXJSG KHHKP QDJTG KRLQK HRMKK
5 LNBJM ZPBLN BFBGN VKBCR XRFMJ MTFFPK
6 QGHFW SNJVP HMJCJ KMJMS DWLPT GWMMYL
7 NNBJM YSBLN KTBMW VYBYR CHFKK SBFFF
8 SGHFW RRJVP LQJCB SXJJT NZLDP MLMHL
9 BYBGD RDBKF YHBVH PNBXJ XWDWV NBDZW
10 GRHMN KCJTG ZLHXS JMJWF DZLYG

11 DYBGD VSBZH CTBRJ TRBMD CLDTW
12 JRHMN NRJKK DQHKS RQJWF NSLQK

NHMXC VNBJM RJBCR VMBTR RSBLN BTFMJ

DGFHF ZGHFW KHMJS BGHPW GVJVP HXLPT

XHMRG XNBJM QMBCR DNBJM WLBCR GJFKK

FYFDG CHHPW JLJMS FLHPW JKJMS XHLHP

DMMFL BCBJD YZBBJ JFBJD GDBCJ XGDBW

VFDVZ GHVNN RYJLK KJHLP VMJYL DLLDH

PPMBD DCBJD XLBYJ MQBFF GSBYJ CWDXW

BVDGW JVHNN QKJUL NMHLP DRJUL NDLVK

VWLQX VRBKM TBBBS FKBNH PPBSM BFFRJ

ZYFGG ZKHQW MZJKT LRJDB DRJCP HJLTT

TBMQH XRBKM SFBBNS NYBXQ PDBQN GTFNK

GWFWJ CLHQW LDJLT PJVDB MCJZP RMLJP

ZFMDM

25 LCBJD LQBYJ CNBWH JSBNF BJDBW

BWFRB

26 QVHNN DPJJL DRHYG CGJPK HMLDH

KYLNX

27 NCBJD PQBND GYBSJ NLBFJ GXDXW

FQDBX

28 SVHNN HPJXF HVHYS LKJPK RFLVK

YRLLY

29 FSBKM LGBQM YRBVR LMBDS FGFRJ

JYFTJ

30 KLHQW DFJZN LRSHW ZNJNT LKLTT

CBMFL

LIX ATTACK CHOPPER

Passwords

Libya

CBCARHG Majestic 12 - CQAAFA

Anterior

Nov - CQAAIEA

Reindeer

Flotilla - CQAAQHA

Phoenix

- CQAAQGA

Rainbow

Veil - CQAAAVC

Chess

- CQAAIUC

Lobster

Quadrille - CQAAQXC

Hen

House - CQAAWYC

Desert

Two - CQABF

Flaming

Arrow - CQAAJEE

Plain

Aria - CQIERDG

CENTRAL EUROPE

CBSER?G

Domino Mirror - CSIEIYE

Chess

- CSIEQ6E

Arc

Lite - CSIEY4E

Anterior

Nov - CSIEBJC

Reindeer

Flotilla - CSIEJIC

Hop

Toad - CSIERLC

Olympic

Torch - CSIEZKC

Lobster

Quadrille - CSIEBZA

Grand

Theft - CSIEJYA

Flaming

Arrow - CSIER6A

Vietnam

CDCEA9G

Lobster Quadrille - CQIEZCG

Reindeer

Flotilla - CQIEBRE

Flaming

Arrow - CQIEJQE

Hen

House - CQIERTE

Lava

Lamp - CSIEZSA

Anterior

Nov - CSIEAJG

Gemini

- CSIEIIG

Chess

- CSIEQL6

Binary

Rainstorm - CSIEYKG

Freedom

Train - CSIEAZE

LOTUS TURBO CHALLENGE

Passwords

Night

- SLEEPERS

Fog

- HERBERT

Snow

- BUSINESS

Desert

- APPLEGIE

Interstate

- STANDISH

Marsh

- MALLOW

Storm

- TEA CUP

Enter SLUGSPACE for infinite turbos and MANSELL to be able to go through the game non stop.

M1 Abrams Battle Tank

Unlimited ammo and invincibility

Wait for the demo screen, then press B, B, C, B, C, C, B, B, B, C and then Start. Be careful, as you can still run out of fuel.

MARVEL LAND

Password buster

Enter the code TRIDENT to get to the end of the game.

MASTER OF MONSTERS

End sequence

From the sound test screen, press A, B, C

and Start again.

Change text to English

If you hold the Left and Up diagonal, you'll get English text.

MAZIN WARS

Bosses Only

Play the last sound effect and music from the options screen and then start the game. The levels should have disappeared, leaving you free to just fight the bosses.

MEGA-LO-MANIA

Extra Men

Go to the options screen and select the number of men for your mission. Now put them on the island of your choice. Go back into the options screen and press C to decrease your men to zero. You will now still have the same amount of men on the island but the number carried forward to the next island will be greater.

200 Men

Enter SIZCSVLOPNL as the password.

Hidden Sinistar

Enter JOOLS on the password screen to obtain a version of the old time shoot-'em-up.

Codes

SCARLETS TEAM

1st Epoch + 200 men SIZCSVLOPNL

2nd Epoch + 200 men QNZCK-

XROPNH

2nd Epoch + 100 men YABDQ-

CYIWMZ

OBERONS TEAM

2nd Epoch + 100 men KDBD-

CYFIWMB

4th Epoch + 100 men GNBRY-

ZLXXSJ

5th Epoch + 100 men ESB-

DOYFYXSP

CAESARS TEAM

2nd Epoch + 100 men SZAD-

BYFIWMY

3rd Epoch + 100 men ESB-

DOYFYXSK

MADCAPS TEAM

2nd Epoch + 100 men ECBDR-

ZLIWMA

3rd Epoch + 100 men CHBDV-

ZLXXSM

4th Epoch + 200 men SYZCH-

WLDRTQ

5th Epoch + 287 men DW-

QESCFXEXHUI

6th Epoch + 138 men CHIUECHC

7th Epoch + 159 men IHWAKHADANG

Level codes

Level 2	-	GXADZXFIWME
Level 3	-	ECBDRZLIWMA
Level 4	-	CHBDVZLXXSM
Level 5	-	SYZCHWLDRTO
Level 6	-	QESCFXEXHUI
Level 7	-	DWCCHIVECHC
Level 8	-	JSVADMMBQHY
Level 9	-	IHWAKHDUHNG
Level 10	-	KLFDFZFMWWM

MERCs

Full energy

Find the gold first-aid kit. Let your energy

approach maximum, pause the game and select another player. Continue doing this till the entire team is on maximum energy.

Faster enemies

To enter a really challenging game, go to the original Commando mode and press A, B, and C at the same time. While holding these down, press Start and you will begin an even tougher battle. You'll find that your enemies are faster and more intelligent.

MICRO MACHINES

Infinite Lives

Pause the game and press B, Down C, Down, Up, Down, Left and Down. Unpause the game to receive infinite lives.

More speed

Pause the game and press Up, Down, A, B, Left, Right, C and Start.

Harder Game

Pause the game and press Left, Right, Left, Right, Up, Down, Start and Down.

More grip

Pause the game and press A, Up, B, Down, C, Left, Start and Right.

Faster Car

Press Up, Down, A, B, Left, Right, C and Start

Tougher Opponents

Press Left, Right, Left, Right Up, Down, Start and Down

Better Car Traction

Press A, Up, B, Down, C, Left, Start and Right

MIDNIGHT RESISTANCE

Level skip

While on the title screen, hold down C and Start. During play, pause the game and press A every time you wish to advance to the next level.

MOONWALKER

Level select

Hold Up, Left and A on controller two. Then press Start on controller one and select a one player game. Use Left and Right to skip through the levels.

MORTAL KOMBAT

Cheat Screen

On the choice screen, type in Down, Up, Left, Left, A, Right and Down.

Green Reptile

Go to the Cheat Screen and choose the pit as your first screen. Then select PLAN BASE ONE. You will start in the pit with strange objects flying past once you have defeated Cage. You will then meet the Reptile in the pit.

Double Flawless Victory against Shang Tsung

Crouch down and Shang Tsung will fire three Fireballs and then approach you. Crouch Kick him repeatedly as he has no defence against this move.

Blood code

On the ethical code screen, press A, B, A, C, A, B and B for the screen to be

coloured red and the blood will now be activated.

Flag effects

FLAG 0 – One hit kills the CPU.

FLAG 1 – One hit kills you.

FLAG 2 – Make UFOs and Witches go past the moon so that the Green Reptile can appear.

FLAG 3 – Makes strange objects go past the moon.

FLAG 4 – Green Reptile gives you clues on how to find him on each round.

FLAG 5 – Infinite credits.

FLAG 6 – The computer does fatalities on you.

FLAG 7 – Always stay in the palace gate.

MUHAMMED ALI BOXING

Rank progression

Play the first match and take the first three characters and add it to the following codes:

8th: KEH7Z

7th: EBX7Z

6th: 5C77Z

5th: B4N7Z

4th: 2N47Z

3rd: W7C7Z

2nd: WXB7Z

1st: 4XE7Z

Fight Muhammad

Go to the Tournament mode and enter the saved game, answer yes. Enter either H07KKKCZ for the simulation or 007KKKCZ for the arcade and you will fight Muhammad.

M.U.S.H.A

Full Firepower

To power-up, pause the game and press B, B, C, B, C, Up, Down and A, unpause to continue.

MUTANT LEAGUE FOOTBALL

Passwords

CNL111111Y – War Slammers

1CK111111H – Death skin Razors

4CK111111L – Vile Vulgars

FMK3KYS1L1Q – Dark star Dragons

2CK111111D – Icebay Bashers

HGK111111J – Killer Konvicts

3CK111111F – Midway Monsters

JH1111111G – Misfit Demons

GMK111111D – Psycho Slashers

5CK111111M – Rad Rockers

BDK111111J – Road Warriors

KLK111111L – Screaming Evils

CBK111111J – Sixty Whiners

LJK111111M – Slaycity Slayers

MLK111111J – Terminator Trolz

NMK111111Q – Turbo Techies

THE NEW ZEALAND STORY

Increase credits

While the demo is playing, rotate the controller either clockwise or anticlockwise several times. When you die during play, you should discover you have nine credits.

ONSLAUGHT

Password buster

Enter all zeros as the code and you'll automatically receive almost all the squares on the map. You'll only have the relatively easy mountainous areas left to complete.

OUTLANDER

Passwords

To ease your trip through the badlands, try these codes:

Level 1 – FYBY1QZFQ240Q0

Level 2 – 89D020JCYY8CZ8

Level 3 –

Level 4 –

P69H0SK7YCKCX

TZZY2159Q9YK80

OUTRUN

Ending sequence

Enter logically enough, ENDING on the high score table to see the end of the game.

Hidden airships

Avoid crashing and you'll see three hidden airships during the second stage.

Hyper level

On the title screen, press C ten times and then go to the options screen to enter Hyper mode.

PGA TOUR GOLF II

Beat computer

Select a Skins challenge, and choose the computer as your opponent. Wait until he is on the green and press Start. The options screen will appear. Select "Green" from the menu and press A. Now move the cursor in any direction you want and press Start again. Your opponent will now take the shot that you've just set up!

PHANTASY STAR 2

Living longer

You are most vulnerable during fighting stages, so this hint could prove vital to your longevity. Alternate pressing C and B as you walk. Button C opens the subscreen menu while button B closes it. There's a quirk which prevents monsters attacking you if you do this. It isn't foolproof but works most of the time. It's a tricky manoeuvre so try the following; step forward, press C, press B, step forward...

PHENOMS

Six continues

Press C, A, B, A, C, A, B, A on the chapter one screen.

PIT-FIGHTER

Grudge Match

Press A to enter the option screen, next have player one select his fighter. Player two will need to wait until 'Grudge Match' appears before pressing Start, and may now select his fighter. The two of you will join in the fight to the finish with the computer.

Extra continues

Play your favourite character to level eight, where you will fight Mad Miles for the second time. Pause the game, plug in the second controller, unpause the game and press Start on the second controller. Select your fighter and you will start out with three extra continues. You should now beat up your former fighter and use your current fighter to take you through the remaining matches.

POPULOUS

Stage select

There are 494 levels in all. You can get to any by doing the following from the password screen: type in the level number you wish to go to followed by the word BIT. Hence to get to level 327 enter 327BIT as the password.

POPULOUS II: TWO TRIBES

Tactics

Build two levels above the water. Try to keep the ground flat and build up your people who've settled on one level of land. You may struggle in the power stakes to begin with. However, when you reach enough manna to flood the ene-

mies positions, the evil should be virtually destroyed.

If evil invades your land, take away land instead of building up. Then, when they have moved, fill it in again. Doing this to drives evil off your territory.

When you gain enough mana to swamp, do so on the flat land it takes longest to get to. This should wipe out loads of evil walkers. This tactic is best employed either straight away or just before you want to claim Armageddon. **Passwords**

EXPERIMENT – Maximum Experience.

HUMANOID – More Mana.

WIBBLE – All FX

NOT HALF – Game 999.

POWERBALL

Best teams

For the best team in the game press B, B, C, B, B, C on the title screen.

POWERMONGER

Passwords

Enter:

TJ3DP2TJW7T15PJ3DJ4PJLIKPHAK-JEROGQ for the final level.

Password to Play any Level

Type in **Hynamborg** to play any level.

PREDATOR 2

Passwords

Level 2	-	KILLERS
Level 3	-	CAMOUFLAGE
Level 4	-	LOS ANGELES
Level 5	-	SUBTERROR
Level 6	-	TOTAL BODY

PRINCE OF PERSIA

Passwords

Here are the level codes for *Prince of Persia*:

Level 2	MTUEZQ
Level 3	TYZJED
Level 4	AEFTRH
Level 5	HJKWYT
Level 6	OOPEOY
Level 7	DEFUUN
Level 8	QYZOMS
Level 9	QYZPWR
Level 10	QYZQGR
Level 11	QYZRQQ
Level 12	QYZSAQ
Level 13	QYZTKP
Level 14	QYZUUO
Level 15	QYZVBO
Level 16	QYZWN

PRO BASEBALL SUPER LEAGUE '91

Win every match

Go to the player change screen when you are fielding and press C. You will be asked if you want to forget the match. Press C for yes and you will win 1-0. Remember, you must be fielding for this trick to work..

QUACKSHOT

Extra Lives

Get to the Viking Ship and climb the mast in the elevator collecting all the money bags. At the top of the elevator walk right and follow the rope path down. You will come across an extra life. Now just retrace your steps, leave the screen and repeat the process.

RAINBOW ISLANDS

Speed-up and red pot

By pressing Up, B, Down, Left, C, A, A and B from the title screen, you can kit yourself out with speed-up shoes and the red pot.

All power-ups

From the title screen press Up, B, Down,

Left, C, A, A, B and C to get speed-up shoes and red and yellow pots at the beginning of the game.

RAMBO 3

Full power-ups

Get to the two firing walls in level three. Destroy everything except one of the cannons. Put the yellow icon on the dagger and go to the bottom of the screen. Stab the man in camouflage and collect what he leaves behind. Repeat this until you get 99 arrows, 99 bombs and nine lives.

Invincibility

On stage two, there are two crates which you can blow up. Walk to the right hand crate and then walk away from it. Head right until the crate is half on the screen and half off. Fire a full power arrow at it and turn towards the right. When you reach the wall, go up and you will become invincible.

RANGER-X

Skip level

When playing the game, pause it and press Up, Down, Up, Down, Up, Down, C, B, A, Right and Left. You should hear some music. Press A and you can press B to Advance to the guardian or, if already there, you are brought to the next level.

Difficulty settings

Go to Difficulty and press A, B, C, A, B, C, A, B and C. You can now play on Easy or Hard mode.

RBI BASEBALL 4

Super-Team

The password for the Super-Team is:

D333 K4K DKMEK

THE REVENGE OF SHINOBI

Infinite Shuriken

On the option screen, select zero shuriken and then don't do anything for 30 to 40 seconds. You'll hear a beep and the zero will turn into an infinity symbol (∞) indicating you have infinite shuriken.

Extra lives

During the second stage (the motor mill) of level four, it's possible to pick up two lives while losing just one. This process can be repeated ad infinitum. Shoot at the base of the first conveyor belt (double jump and spray shoot). A special Musashi symbol will appear. Jump onto the conveyor belt and let it carry you backwards off the end. You'll lose one life, but you'll gain two. Continue this process as often as you want to build up lives.

RINGS OF POWER

Money, money, money

Go to the secret temple at 32', 2" – 6', 6". You can get all the gold from the four chests here, then go out and collect them all again for infinite gold.

ROAD RASH

Level codes

The following are a couple of codes to get you further in the game:

43143 067K0 01EVD 571RQ – Level 5,

Diablo, £27,440

B0000 04RD0 11CAF 56C7B – Level 5,

Panda, £26,230

This code will take you straight to level four:

11111 1AJ56

UUPTO 470AA

Finish First Everytime

Come fifth in the first race and you will get a password that has 50,000 written in it. Change this to 11,111 and be first everytime.

ROAD RASH II

Any bike, any course

Go to set player on the options screen and choose Mano a Mano, then go back to the main menu and select your bike from the bike shop. Now change the player mode from Mano a Mano to Take Turns and then start the game. You will now be able to use any bike on any course.

Passwords

0F1A 39TA: Level 3, \$19,000 and a Banzai.

0P1I 4SK0: Level 4, \$30,000 and a Diablo.

0CTQ 4JAG: Level 4, \$17,000 and a Diablo.

0H4R 550H: Level 5, \$20,000 and a Diablo.

ROBOCOP V TERMINATOR

Any Gun and 54 Lives

Pause and press C, C, A, A, B, B, C, C, A, A, B and B. Now you will see a face and you should now walk right. When you go back to the game, Pause and press B, A, C, C, C, A, B, B, A, C, C, C, A, B and unpause. You will now have 54 lives. Press A, B, C and Down to choose a gun.

ROCKET KNIGHT ADVENTURES

Crazy Hard Setting

On the Konami logo, press left 4 times, right 4 times, left 7 times, right once and left once.

Level Skip

Press Up and Left ten times on the title screen and you should hear a chime. Press Pause in the game and then press C, B, B, A, C and B to skip a level.

Very Hard Level

To try the secret hard level, press down six times, up twice and down twice when you see the Konami logo. It will now be selectable from the options screen.

ROLLING THUNDER 2

Final Password

11B – A Natural Program Desired The Neuron

Passwords

Enter any of the following codes to progress further into the game:

Level 2 – A Magical Thunder Learned the Secret.

Level 3 – A Natural Fighter Created the Genius.

Level 4 – A Rolling Nucleus Smashed the Neuron.

Level 5 – A Curious Program Punched the Powder.

Level 6 – A Logical Leopard Blasted the Secret.

Level 7 – A Private Isotope Desired the Target.

Level 8 – A Natural Rainbow Elected the Future.

Level 9 – A Magical Machine Muffled the Killer.

Level 10 – A Digital Nucleus Punched the Device.

Level 11 – A Private Thunder Created the Powder.

ROLO TO THE RESCUE

Invincibility

On the title screen, press and hold Up and Left, then A and C. Now press B.

Infinite everything/level select

Wait for the title screen and then hold Up, Left, A and C. Keep the buttons held and press reset. Now hold the buttons for a few more seconds and press B for a secret cheat menu.

SAGAIA

Unlimited Continues

On the title screen press B, B, B, C, A, A, A, B, B, C, C, C, "Free Play" will now appear at the bottom of the screen.

Stage Select

When the title screen appears press C, A, C, B, C, A, B, C, A and C. "Zone Select" will now appear.

Super Star Level

To enter the expert level: enter C, 12 times when the title screen appears.

SAINT SWORD

Level advance

On the password screen, enter TAITOZ. The game will then start from chapter six with lots of items in your possession.

SD VALIS

Invincibility

On the title screen, press Up, Down, Left, Right, A, B, Up, Down and Start. When you hear a chime you'll become invincible. You'll also notice that your wardrobe changes in the game.

SHADOW DANCER

Level select

Press A, B, C and Start.

Final Guardian

To clear this level successfully takes pinpoint accuracy, so time your attack well. Your first task will be to defeat the statue ninjas that are mysteriously brought to life, then the boss will send fire raining down from the heavens, this can be avoided by standing between two of the fireballs that hail downwards. At this point the boss will have raised his helmet, so you must be quick with your attack. Jump up and shoot the flashing nucleus located above the neck. But be warned as he doesn't stay vulnerable for long so the process will have to be repeated until the boss's energy bar is knocked down.

SHADOW OF THE BEAST

Extra lives

On the bonus level, keep to the left of the screen and keep firing your shurikens. You should kill all the Ninjas and receive 3 extra lives.

SHINING FORCE

Change Characters Name

Using the second pad, hold down A, B, C and then press Start. On the first pad, you should press A, C and Start at the same time.

Selling unwanted items

In the items display, place an item you want on the left and something unimportant at the top (position can be changed by handing yourself items in possession). Throw away the item at the top during combat and return to town. Go to the shop and you will find the item you placed on the left being sold.

Increase your numbers

Hold down Up and start on player two's joystick and switch the console on. During the Sega logo screen keep holding down A and start on player one's joystick and A and C on player two's joystick. Start on any stage you want, your main character should have a Forbidden box, use it and the party's level rises to nineteen.

SHINING IN THE DARKNESS**How to defeat Dark Sol**

When you reach Dark Sol's lair, fight against him with any magical weapons you have. Restore your energy with the healing ring. Dark Sol will die, but he'll come back to life. Make sure your energy is full and that the group is at experience level 60, then attack him again. Select Milo and yourself as the attackers, and use Milo's healing powers to treat the rest of the group. As long as you keep this up for a while, Dark Sol will die.

Infinite Gold

Take a magic item that will become redundant after one use and take it to a shop to be repaired. Make sure however that you have less money than the repair job costs. Go to sleep at night and go to pick up the item the next day. You will find you have millions of gold coins. Now that's magic!

SHINOBI III**Unlimited Shurikins**

Go into Options and move to SE. Set it to 'Shurikin'. Set the 'Shurikins' at 00 and wait to get an unlimited supply.

Invincibility

Go into the Options and highlight 'Music'. Play the songs the songs in the following order - 'HE RUNS', 'JAPONESQUE', 'SHINOBI WALK', 'SAKURA' and 'GETUFU'. You will now have invincibility when you begin the game.

SKITCHIN'**Passwords**

Note: You must play as BADASS

MONEY	\$2000
THRASH	Best three weapons
SPEED	Three nitros
ARMOR	Grade five equipment
ment	
TOTEM	Vancouver
BRONCOS	Denver
BEACH	San Diego
AIRPORT	Seattle
HILLS	San Francisco
STARS	Los Angeles
CAPITAL	Washington
JAYS	Toronto
CARS	Detroit
PIZZA	Chicago
PALMS	Miami
LIBERTY	New York

SMASH TV**Level skip**

Press Up, Down, Up, Down, Left, Right and Left to leap to the Mutoid man.

Press Down, Down, Left, Right, Up, Up, Right, Left, Down, Up, Down to go to level two.

SOL-FEACE**Stage select**

On the title screen, press A, B, C, A, B, C, B, C, B, A and Start. Now go to the config menu and put the cursor on start. Choose the level number from here.

If you are playing the game and want to

skip a level, press A, B and C together.

99 ships

Follow the procedure for the stage select and then put the cursor onto mode instead of start. Push Right until the symbol **MX99** appears.

SONIC THE HEDGEHOG**Six Emeralds**

Using the stage select cheat, select special stage and get an emerald. When the game is adding up your score, press reset. Repeat the process until you have all six emeralds, then start Greenhill as normal.

Invincibility and character select

Press Up, C, Down, C, Down, C, Down, C, Left, C and Right on the title screen. Hold A and press Start. If the score goes funny (that is, displays strange characters), the cheat has worked. You can change Sonic into another character by pressing B. Pressing C makes the change permanent. Pausing the game, followed by pressing by B or C, gets you into slow motion mode.

Stage select.

Wait until Sonic begins to wag his finger on the opening sequence. You should then press Up, Down, Left, Right and press and hold A and Start.

SONIC THE HEDGEHOG 2**Two Player Turbo Shoes**

Go to the two player mode, select a zone (except special zone) and find some turbo shoes. Now get killed and you now have them for the rest of that act. This works for both Tails and Sonic.

Stage select

Go to the sound test option and select sounds 19, 65, 09 and 17. Now press reset and hold down A and Start.

Super Sonic!

Play 04, 01, 02 and 06 on the sound test, then collect 50 rings in the game. Now press B and C and you will make the change.

Icon select

Perform the stage select cheat and on the stage select screen, sound test the following tunes: 1, 9, 9, 2, 1, 1, 2 and 4. Highlight the stage you wish to explore and hold A and Start down. B transforms Sonic to an icon A changes the icon and C deposits the icon.

SONIC THE HEDGEHOG 3**Infinite Lives**

Get to the launch base zone and hold the start of a Super Spin Dash between the Klaxon Alarms. You must let the alarms sound off all the time. The Robot Birds dive on you and they will keep on coming because of the alarm. Kill as many as you can until you receive an extra life. After this, if you keep going, you should get an extra life about every ten seconds. (Keep Tails out of the way as he can upset the pattern).

SPACE HARRIER 2**Level select**

During the beginning sequence in the space ship, press the buttons A, B and C together and move the joystick Left or Right to select the starting stage.

SPEEDBALL 2**Password**

This password will give your team loads of cash and put it in the first division:

**LPCa Zsbd Kixo maB0
CJ9R p1fa 1T8U M7My**

To get into division one, and the major league, enter the following devious code:

**LCL1 CWAF O6XE ya3q 2bst -is1
gVC**

For the championship type:

LAhM CJ78 2k7I Zy01

26Ss ti+L fvRS MBNx

SPIDERMAN

Level Skip

Press Start and then A, B and C.

Super Cheat

Move Spiderman to the word 'Level' and press Start on controller 2. Press A, B and C on controller 1 and let go whilst pushing diagonally up on the pad. Press A for more Web, press B for more life and press C for five seconds of invincibility.

Nightmare level shortcut

You can save time and energy by skipping directly to level one's forklift on *Spider-Man's* nightmare setting. After passing the dog, you will come to a wall of boxes. Jump up to the second row and crawl to the right. You will pass through the wall and end up at the forklift.

SPLATTERHOUSE 2**Passwords**

Level 2	—	EDK NAI ZOL LDL
Level 3	—	IDO GEM IAL LDL
Level 4	—	ADE XOE ZOL OME
Level 5	—	EFH VEI RAG ORD
Level 6	—	ADE NAI WRA LKA
Level 7	—	EFH XOE IAL LDL
Level 8	—	EDK VEI IAL LDL

SPLATTERHOUSE 3**Level Codes**

Stage two - **REISOR**

Stage three - **ETLBUD**

Stage four - **TABRAE**

Stage five - **ELPOEB**

Stage six - **PHENIX**

STEEL EMPIRE**99 bombs**

On the ship select, press C, A, C, A, Start and finally B.

99 lives

On the options screen, set the difficulty to hard, set the stock to two, credits to one and finally play tune 65.

Stage Select

Go to the options screen and perform the sound test option in the following order. Sound one, twice, sound nine, once and sound two, once. A new round select option will appear under the exit. Choose from one to seven and press Start to begin on any level.

STORMLORD**Level skip**

Pause the game and then press C once, B three times, A four times, C two times and finally A four times again to skip to the next level. In this way you can get to all ten stages.

Extra time

Pause the game and press B, A three times, C, Up three times and A three times to reset the clock.

Nine extra men

Pause the game and press A four times, C twice, B three times, C and A.

STREET FIGHTER 2 SPECIAL EDITION**Special Moves Only**

When the Capcom logo appears, press Down, C, Up, A, A, B, B and C on pad 1.

Five Star Speed on Champion Edition Mode

In the opening sequence where the screen pans up the side of the building wait for the image to start fading and quickly press Down, Z, Up, X, A, B, B and C on controller one. You will hear a "Huh" to indicate that the cheat has worked.

STREET SMART**Extra lives**

Rapidly reset the console more than ten times, then choose options from the menu. Move the cursor to sound test and then press down three times and A once. A new window should open allowing you to set the number of lives.

STREETS OF RAGE**Extra continues**

Press Left, Left, B, B, C, C, C and Start.

Level select

Hold down player two's pad then type A, B, C and enter the option mode using the first pad. You can now select the rounds and set the number of players.

STREETS OF RAGE II**Extra lives**

Stage One — as soon as you walk on to the screen, walk to the bottom left behind the bin.

Stage Two — when you come out of the truck, walk round the back to find an extra life.

Stage Three — after killing the dragon on this stage, walk straight down from where the explosion occurs onto the mist and collect a life.

Extra Continues

On the game over screen press Left, Left, B, B, C, C, C and Start.

Alternate extra continues

If you are about to die on one player, plug in the second controller and press Start to begin again with full lives and energy.

Play same character

Plug in two controllers. On the title screen, press and hold Right on the first controller and then B simultaneously. On the second controller, hold down Left and A. With all buttons pressed, press C on the second controller. Now the screen will show the choose character screen. You will now be able to select the same characters.

Level select

On the options screen, hold down A and B on joystick two. Now press Start on joystick one simultaneously and you will enter a full cheat screen with a level select.

STRIDER**Extra Continue**

Press down on the pad and press A, C, B, C and A and Start in sequence to continue from where you die.

Level select

While the master laughs just before the beginning of the game, hold the joypad Down and press the buttons A, C, B, C and A to get a level select.

SUNSET RIDERS

Extra credits

Go to the sound option and listen to O-E. When you go back to the game you will have more credits than you normally would have.

SUPER HANG-ON

Easy Money

Go to the original mode and choose to race. Now crash and you will receive \$400.

Options Mode

Hold down A, B and C on the title screen.

Password buster

Enter the following passwords for the desired effect:

51B04000A05000

70J0CG976ACMG1 – lots of money

SUPER LEAGUE

Password buster

Try these codes. The first gives you a four-game lead while the other three will be interesting rather than useful:

JORQWVVRROOQSHPGUDEAM

Zb6jpqrnmGnYwQxaHuFFAB

RGHioPqmljhZZSUXVTEAAE

VU91rstpomXcZTiebrHWyW

SUPER MONACO GP

Super Hang-on bike

Reset the World Championship and put HANG-ON at the name entry screen, save it and then press Reset. Now go to Free Practise Image Training and, after setting the laps and the grid, press Down and A until the transmission screen appears. After setting your transmission, you now have a Super Hang-on bike to race in.

Password buster

Enter the following to be driving for the best team (which is Madonna), have previous World Championship wins and loads of driver points.

0076 2ILM F200 0000

0010 H10F B324 5D76

CA89 EGC1 0000 0002

0000 0000 F200 2CAC

SUPER THUNDERBLADE

Level select

Press A, Up, Down, Left, Right, Right, Left, Down and Up from the title screen. Then press Up and Start together to reach a very handy level select screen.

Invincibility

Go to the option screen and select hard as the difficulty level. Start the game and fly to the top left or right hand corner and the enemy fire won't hit you. This works on levels one, two and three.

SWORD OF SODA

Level skip

Get a high score and enter your name as HINANP :). Next time you play you can skip levels by pressing Start on joypad two.

Alternative level skip

Drink four Etherium potions together to skip to the next level.

SWORD OF VERMILLION

Test mode

To listen to the sounds and background music – and view the various shades available on the Mega Drive – from the title screen, press A, B, C and Start simultaneously using the second controller.

Increased hit power

Cleanse a cursed sword at a church for increased sword hit power.

T2: THE ARCADE GAME

Level Select

On the title screen push Up, Down, Left, Right, Up, Down, Left and Right. Then start the game as normal and pause it. Press B and C. You will now skip to the next level.

Gun never overheats

Use a rapid fire controller, you'll find that you can blast away to your heart's delight if the switch is activated. The gun won't overheat and you'll have infinite gun power.

TALMIT'S ADVENTURE

Access any level

Enter the following password and enter any level in the game:

ARDE

TAZ-MANIA

Infinite Lives

Enter FFD45 on the password screen.

Secret Room

To enter a secret bonus room on the Arctic level, hold down and C on the last ice block.

Level select

Plug in two controllers. On the intro screen, hold down A, B and C on both control pads and then press start on both. You will hear a chime and the game will now begin. Press Start during the game to pause it, then press B and C on the first pad to bring up some numbers. Use left and right on the pad to change the numbers and go to the right level.

TEAM USA BASKETBALL

Passwords

Enter these codes to win Olympic gold:

Semi-final: JBT67BF

Final: JDT67BC

Medal Collection: JCT67BH

TECHNO-CLASH

Passwords

ZP80BFAR, FPKRBFA9, DAAW3FAX, TZSIUFAU, 6ZSITFA6

TECHNOCOP

Full energy

Pause the game and press C ten times, A five times, B twice and A ten times.

TERMINATOR 2

Level skip

When you see "Press Start" on the screen at the start of the game, press Up, Down, Left and Right three times. Arnie will tell you if the cheat has worked, so start the game as normal. During the game, press B and C together to go to the end of the level.

TEST DRIVE 2

Car choice

The Ferrari is the best all-round racer, the Porsche has the fastest acceleration and the Lamborghini has the highest top speed.

Secret options menu

When you start racing, press A, B and C to enter a menu that lets you alter acceleration, braking and grip.

THUNDERFORCE II

Secret Options Screen

Press A and start on the title screen.

THUNDERFORCE III

Secret Options Screen

On the title screen, press Start whilst holding A to find a secret options screen in the game.

Full power-ups

Pause the game and press Up ten times followed by Down, B, Down, B, Down and finally B. You can get all the weapons by pressing B and A to get the claw.

THUNDERFORCE IV

Full weapons

This cheat will give you every weapon except for the shield. Start playing as usual, then press Up, Right, A, Down, Right, A, C, Left, Up and B. Now press Up for full weapons, Down to eliminate the weapons, Right for a claw and Left to eliminate the claw. Press Start to return to the game.

99 Lives

When the introduction screen comes on, press A and Start to get the configuration screen. Set the control mode to type 1, engine power to 100, mission level to easy-manic and stock ships to 0. Next go to exit and start the game as normal, except you'll now have 99 lives!

TINY TOON ADVENTURES

Open all levels

Put the Buster Bunny icon on the password option and press Start. Now enter this password:

NGQQ WWQW QWQW QWWQ WGRY

This will open the whole game map and you can enter any level.

Passwords

Level 22 – GZBB TXZB LDDB TXZK

LLDM

Level 24 – QJBB TXZW GLBB TXZQ

DLGN

Level 26 – TJBW HXBQ ZKBW HXBQ

ZGVT

TMNT: HYPERSTONE HEIST

Level select

When the Konami logo appears, press C, B, A, A, B and C. When you get to the title screen, press A, B, C, C, B and A. Press A and Start again in one player mode.

TMNT – RETURN OF SHREDDER

Level select

When the Konami logo appears press C, B, A, A, B and C. Then when the title screen appears, press A, B, C, C, C, B, A.

TOEJAM AND EARL

Warp

In level one go to the island with a hole in the middle, then drop into the hole. You will arrive at level zero. Your live gauge recovers when you have a bath, and you get an extra live when you drink lemonade. Jump off this level and you will go to the highest level you've been to.

TOKI

Invincibility

On the title screen, press Up, A, Right, B, Down, C, Left and Start. You will hear a jingle if the cheat has worked.

TRAMPOLINE TERROR

Level Select With Continues

On the title screen, simultaneously press A, B, C, and Up followed by Start to enter a special screen.

TROUBLESHOOTER

Stage Select

First of all plug in two controllers, then get to the title screen. On controller two, press Start, Right and C simultaneously. A stage select option will appear between the title words. Press Start, Right and C to advance the stage number.

TRUXTON

Super smart bomb

Press Start to pause the game while the skull explosion from a smart bomb is still on the screen. Wait about 15 seconds and then restart (by pressing Start) and the bomb will have a devastating effect on everything onscreen.

TURRICAN

Infinite everything

Place the cursor on "exit" in the options menu and then hold Down while pressing A, B, B, A, B, A, B, A, B, A and A for a special menu.

TWIN COBRA

Extra continues

Keep pressing A on the title screen to get up to 14 extra continues.

Ending sequence

From the title screen, press Up, Down, Left, Right, A, B, C and Start. You will now get to watch the excellent ending sequence.

Full weapon power-ups

Pause during the game and press Up, Down, Left and Right. Then hold down A and press Start for full weapons.

Stage select

Press Up, Down, Right, Left and Start on the title screen.

TWO CRUDE DUDES

Extra continues

When you are on your last life and low on energy, press start on player two's joypad. You will bring the second character into the game and have three extra continues.

Extra Lives

During each bonus round, bust up the vending machine to gain an extra life.

ULTIMATE TIGER

Level Select

Press Up, Down, Right and then Left to on the title screen.

UNIVERSAL SOLDIER

Reveal Bonus Blocks

Enter PWRZS on the password screen to make the bonus blocks visible.

Passwords

Invincibility – RWRZS

Level 2 – CHSGM

Level 3 – MKNSNS

Level 4 – SGGBY

Level 5 – JLGPB

Level 6 – JDRSD

Level 7 – PKSND

Level 8 – CWBPN

Level 9 – SFTNP

Level 10 – CMVDG

Level 11 – BYTCM

VALIS 3

Map select

From the title screen hold Up, A, B and C while pressing Start to select a map. When the black screen appears, release all buttons simultaneously. Press Start to change the map number. It's tricky to perform this one correctly first go, so persevere.

Effects select

SEGA XS BUSTERS

Press the Up and Left diagonal, A, B, C and Start together to get to a sound effects test option.

VERYTEX

Infinite lives

Hold the buttons A, B and C while pausing the game. Then press Down and Start for an extra life. Continue pressing Down and Start for more lives.

Bonus shield

If you wish to kit your ship out with a shield, hold A, B and C while pausing the game. Hold Right and Start to unpause the game and get the shield.

WANI WANI WORLD

Infinite Lives

When the Sega logo appears, press the reset twice and when you start the game, instead of normal lives being displayed at the top there will be four question marks.

WARPSPEED

Black Hole Locations

Alpha - 1B to Beta
Beta - 7D to Alpha and 3H to Beta
Gamma - 5C to Alpha, 5D to Gamma and 4B to Beta
Delta - 3C to Alpha, 6G to Beta and 2F to Omega
Omega - 4B to Delta, 5C to Alpha, 4D to Epsilon and 3E to Beta
Epsilon - 2C to Alpha

Campaign Passwords

Level 1 - W4D HLX VDX
Level 2 - W6N CWR 1XM
Level 3 - W67 G5R 4DQ

WARRIOR OF ROME

Passwords

Stage 2 - L3FHPOZNGW
Stage 3 - NXKDS55JSWF
Stage 4 - O5TOJZSP5B

View ending

Enter the password GREBDQ3QNE to see the end sequence.

WHERE IN THE WORLD IS CARMEN SANDIEGO?

Passwords

Time Patroller	-	DBHBKDB
Time Investigator	-	XXNBBMM
Time Inspector	-	DNDKJGD
Time Detective	-	RRXKGND
Ace Time Dick	-	LHMNFGF
Super Time Sleuth	-	MJDFSGG
Capture Carmen	-	MJDFFPDG
Game Over	-	JHBBHXS

WIZ'N'LIZ

New level

There are three levels on the main game: Apprentice, Wizard and Sorcerer. You can, however, enter a fourth level called Super Wizard. To access this level do the following:
Press START and pause the game. Now hold down A, B and C. Then press START twice. You should now hear a voice shout 'yeah'. Returning to the options screen you'll now see the new Super Wizard level.

WRESTLEBALL

Extra teams

On the team select screen, hold B and keep pressing Down for four more hidden teams.

Karate team

Enter KW6EN to get the undefeatable karate team.

XENON 2

Indestructibility

Play a game and get a high score, enter ARM in the high score table.

Now play another game but get a slightly lower score but still be on the high score table. Enter OUR underneath the ARM and when you play the next game, you will be invincible.

Infinite lives

Carry out the procedure as above but enter the names as OLD and AGE.

X-MEN

Cheat mode city

When the screen shows "Press Start Button", hold A, C and Down on controller one and press Start. Now take out controller one and put it in port two when the picture of Magneto appears. Now press Start and choose your difficulty level and your X-Man. Now will now use the controller in port two to play the game! You will now have infinite health and mutant powers.

Level select

If you put in the cheat above, then go to the danger room in the top right and smash the generator. In this room there are six tiles on the floor, each is a game level. To warp to each zone, stand on each tile and press Down and C to warp to any level!

ZOMBIES

Passwords

VYTV, VQBB, SDHM, PCFD, VQBB and QNKR.

ZOOL

Extra Life

Pause the game and press Start, Down, Up, Left, Left, A, Right and Down for an extra life.

Small Energy Boost

Pause the game and press Start, Right, A, B, B, A, Left, Left, A and Down for some energy.

Large Energy Boost

Pause the game and press Start, Right, A, Down, A, Right, B, Left, Up and Right for loads of energy.

Level Skip

Pause the game and press C, Right, A, B, B, A, Left, Left, A, Right and Down. Now hold Right to skip a stage or Up to advance a level.



AFTERBURNER 3

Faster level

In the option screen, put the view mode on Cockpit and the Rolling Mode to Free. When you take off, if you perform a 45° turn, you'll fly much faster than before.

BATMAN

Level Select

On the options screen, highlight the driving-only section and press Left on the

D-Pad, then press B. Repeat this on all seven of the options. You will need to repeat the operation for a second time before hearing a jingle to confirm the cheat has worked. You can now change the options as you like and press Start and C to select the level.

BLACK HOLE ASSAULT

Secret Animation

Input your name as FOMA and select BHA.

Invincibility

Wait until the options screen appears and choose the name entry option. Enter your name as MUTEKI and exit the screen. Now, select operation BHA. Enter your name as MUTEKI again, start playing and you'll be totally invincible.

Secret game

Enter your name as AZY and highlight mission BHA. Enter AZY and you will enter a game called Black Ball Assault.

Hand of God

Enter your name as BIGNET and when you fight an opponent, press Start and he will instantly drop to the floor.

CHUCK ROCK

Passwords

Level Two	-	GJFKFN
Level Three	-	PDPKKN
Level Four	-	JWNTXF
Level Five	-	TSFVNP

COSMIC FANTASY STORIES

Enemy Dodge

Keep pressing Left and Start on player two's joypad during the Mega-CD menu until the Sega logo disappears. Start the game and call up the status map window, press player two's Start button and then player one's start, close the window and you will not come across any enemy in the field. This will also enable you to walk through obstacles. Open the window again and press player two's Start button and the enemy will re-appear. When you die after entering the above commands, hold down Up on player two's joypad and skip through the messages with player one's joypad. Your character will be revived with no hit points.

EARNEST EVANS

Stage Skip

Whatever stage you're in, freeze the screen and press Up, A, Down, B, Left, A, Right and B. Cancel pause and you will have cleared the stage.

Warp

Climb the wall to the left of the starting point on stage six. When you are out of the screen you will warp to the boss on this stage.

ECCO

Passwords

Undercaves	-	GMRIQDCM
The Vents	-	IUEINLDP
The Lagoon	-	GRTJZYJF
Ridge Water	-	OVDJDSL
Open Ocean	-	GMYMDSLI
Ice Zone	-	GMBRHSLU
Hard Water	-	UKZFHSLS
Cold Water	-	SYQJHSLZ
Open Ocean (2)	-	CCVFFSLM
Island Zone	-	ALZBESLS
Deep Water	-	HPFDSL
Volcanic Reef	-	ADLYESLT

NWUGSLU

WJHQGSLL

ZSXGSLF

AKNBHSLI

QSOMFSLQ

WTXFSLV

UNIQFSLN

WADUFSLB

ONNBJPLY

WPVXIPLL

AQZIJPLG

GKGFJPLK

GZIUKPLR

GAAGDPLP

YLQQZNLM

MNEYELLB

SKZNELLO

KANZFLX

Final Password

Enter this password to get to the end of the game: QCFWUYHS

FINAL FIGHT

Rapid Fire

At the title screen, enter the options and highlight the exit selection. Now press and hold RIGHT, A, B and START.

Best Character

The most effective character to use is Guy.

Auto Punch

Enter the options screen and highlight exit. Hold down Right, A, B and Start for automatic punching.

HEAVY NOVA

Hidden bonus points

In a versus battle against an end-of-level guardian, if you manage to kill him without losing any energy, you'll receive a bonus of 1,000,000, a Perfect Bonus Point.

HOOK

99 lives

In the caves on level five, drop to the bottom of the first pit. At the bottom, walk right, dodging the snakes and bats, and swim under the rocks to where you can collect a leaf and a 3-Up. Allow yourself to be killed, and then repeat the process until you have acquired the maximum of 99 lives.

JAGUAR XJ220

Level skip

Go to the options screen and name entry. Delete the current name and input MAR, then choose World Tour and select your chosen race. When the race starts you should pause the game, then if you press A, B and C at once. You can qualify and the race is won.

KEIO'S FLYING MACHINE

HIDDEN GAME

To access the hidden game go to the main options screen and press the following on the D-Pad: right, up, down, up, down, up, right, down, left, up and Start.

NIGHT TRAP

Extra Footage

You have to complete the game first. When you see the words "In Memory of Stephen D Hossefield", press UP, A, A, A, A and A. You'll now go into a hidden sequence.

NOSTALGIA 1907

Skip intro

Reading all that intro text can get very monotonous after the first time, so here's how to skip it. Turn on and when you see the word "SEGA" press button C. Keep holding it till you see the words "Sur De Wave", the programmers, and the rest of

the storyline will be skipped.

PRINCE OF PERSIA

Last Level Password

Enter: SKGIFF.

ROAD AVENGER/ROAD BLASTERS FX

Level select

From the start, push Up to access the Options Mode, then press A six times and you will hear a chime to tell you the cheat has worked. Play the game as usual and a level select will be offered.

View mode

Access the Options menu as above and press A five times, B five times and then press A to watch each level being played out.

In-game pause

Again, access the Options menu as before, then press A four times, B once and A once. This will allow you to pause the game while you're playing by pressing Start.

SEWER SHARK

Continues

Once you have reached the dizzy heights of Exterminator or Beach Bum, pressing A, C and Start on the game over screen will allow you to continue.

SILPHEED

Stage Select

During the opening demo, press Down, Down, Up, Up, Right, Left, A, B and Start during the opening demo. This cheat will only allow you to play on the stage that you have selected.

Revitalise Shield

Press Right, Left, A, Right, UP, C, B, Down, Left, B, A, Up, and Start at the demo. In the game, press button A to restore your shield up by one whole notch.

Continue

When the demo comes on, press Right, Up, A, B, C, Left, Left, Down, C, A and Start. You should now have 10 continues.

Secret Voice Test

At the title screen, move to Option with pad one. Hold A, B and C on pad two and press Start on pad one to get a voice test.

Level Select

When you're on the intro sequence, press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B and START. Now when you get to the start menu, Stage Select will be below the other options.

SOL-FEACE

Level select

On the title screen, press A, B, C, A, B, C, B, C, B, and A. If you've done this correctly, you'll hear a sound effect. Press Start and go to the options screen. You will now be able to select a starting point and a difficulty level.

Level skip

You can only use the level skip if you enter the level select code first. After doing this, press A, B, and C together to skip any level.

Extra options

On the title screen, press A, B, C, A, B, C, B, C, B, A. Press Start when you hear a lit-

tle sound effect. Now if you select Config mode, you'll find there are a couple more options, Start and Mode. If you go to Start, you can choose the level which you wish to begin on by moving the joypad Left and Right. Mode allows you to adjust the difficulty level and number of fleets. Change the number of fleets with Left and Right. If you press Right a few times whilst holding A, you get a message informing you of Muteki (which means invincibility).

SONIC CD

Level select

On the title screen, push Up, Down, Down, Left, Right and B to access the level select.

Special level

Go to time attack and play every level. After this, at the options screen there will be something called D.A. Gardens. If you go to this, you will see Sonic's world. You can now rotate and enlarge it, while some birds and Tails fly past. You can also choose any music from the game.

Level Select

On the title screen, press UP, DOWN, DOWN, LEFT, RIGHT and B. This cheat is tricky to get working, so it's best to press the buttons gently.

THUNDER STORM FX/COBRA COMMAND

Level select

On the title screen, press Left, Right, A, B and C. Now press Left or Right to change the level.

Debug mode

Press Up, Down, Left, Right, B, C and A to watch the animation.

TIME GAL

Passwords

BC 70,000,000	-	BMCFXWRL
BC 65,000,000	-	GJRPQVKS
BC 30,000	-	THMZCYFB
BC 1600	-	RYFGSXDK
BC 44	-	FTGBDQFW
AD 500	-	VSLCZKTJ
AD 999	-	CYVZPBMG
AD 1588	-	DRXHTLQJ
AD 1941	-	WBMRJ2VH
AD 1991	-	SHKXGJWF
AD 2001	-	XPTMCSD
AD 2010	-	ZVYFLGQT
AD 3001	-	QWCDHRKT
AD 3999	-	PLQTVMXY
AD 4000	-	LKDWBSYF
AD 4001	-	KVGPRZCW

Passwords (Japanese version)

BC 70,000,000	-	DODZILLA
BC 65,000,000	-	DINOSAUR
BC 30,000	-	STONEAGE
BC 1600	-	ELEPHANT
BC 44	-	OSIRIYA
AD 500	-	HARDWORK
AD 666	-	DEATHOUL
AD 1588	-	SOUTHERN
AD 1941	-	WORLDWAR
AD 1991	-	LANDMINE
AD 2001	-	RECKLESS
AD 2010	-	ASTEROID
AD 3001	-	MURDERER
AD 3999	-	BRANCHER
AD 4000	-	STARWARS
AD 4001	-	THANKYOU

Level select

Go to the options screen and press Up, Left, Right, Right and Up. A chime will sound if this is entered correctly.

WOLFCHILD

Level skip

On the options screen, press A, B, A, C, A and B where you will hear an explosion. Press any of the following for a level select.

Level 2 – Press Start.

Level 3 – Hold B and press Start.

Level 4 – Hold C and press Start.

Level 5 – Hold B, C and press Start.

Level 6 – Hold A and press Start.

Level 7 – Hold A, B and press Start.

Level 8 – Hold A, C and press Start.

Level 9 – Hold A, B, C and press Start.

It is important to note that you must keep the buttons held down until the level appears, or this will not work!

WONDERDOG

Passwords

Dogsville	-	MYSTIC
Dogslove	-	ANKLES
Loony Moon	-	LEDZEP
Planet Weird	-	REEVES
Planet Foggia	-	PIXIES
Planet Kninus	-	WOOPIE

one with player one and let player two die three times on the fans. Now complete level two with player one. Player two will now start again on level one but will be graced with infinite continues.

Infinite lives

Play a two player game, making sure both players obtain a score high enough to appear on the high-score table. When both player's games are over wait for the high score screen and enter ALIEN as the player's names. Now when you go back into the game you'll have infinite lives.

ALTERED BEAST

Extra energy

On the title screen press 1 and the Up and Left diagonal to gain some useful extra bars of energy.

Parameter select

Press Start and B from the title screen to change power, number of lives and various other options.

Extra lives

When the words "Sega Master System" appear, circle the pad clockwise and repeatedly press button one to start the game with five lives.

Extra continues

To continue a second time press the Down Left diagonal and both buttons simultaneously. To continue a third time press Down Right diagonal and both buttons. For a fourth continue press Up Right diagonal and both buttons.

AMERICAN PRO FOOTBALL

Trick tactics

On all levels choose post, corner or bomb pass. However, don't go through with those strategies – run instead. You'll win the games easily with these tactics.

ARCUS ODYSSEY

Character codes

The following codes will select any of the characters during the various levels of the game.

BUSTERS

SEGA XS



ACTION FIGHTER

Extra Weapons

Enter the code DOKI_PEN. on the name entry section to gain all available weapons.

Helicopter dodge

Turn from a car to a bike and back to get rid of the helicopter.

Invincibility

For three extra lives and invincibility enter SPECIAL as your name.

Passwords

Enter these passwords to obtain all weapons available

DOKI_PEN

GP_WORLD

HANG_ON

AFTERBURNER

Continues to level 17

Turn on the machine and press Pause a hundred times before the demo starts. This will provide you with infinite continues until you reach level 17.

Infinite continues

To get the continue option on dying, press one, two and Up simultaneously.

ALIEN 3

Super flame thrower

You'll only be able to use this cheat if you have a joypad with a rapid fire option. First turn the rapid fire option on. When you use the flame thrower, tap button one very quickly. Now sit back and watch how far the flame goes! The flames will also last much longer than usual.

Infinite continues

Enter the configuration screen, select two players and start the game. Complete level

ERIN GASHUNA JEDDA CHEF

Act two FA2HAIADRR Act two GJEIACRT

Act three FI4IAIAESB

Act three GJEWZIAAEKM

Act four HK3CDIILDO Act four GIRCA-TQIJ1X

Act five HL0DAQIPMX Act five IISDXU-IPUI

Act six HN0DE5IQVR Act six IIUHZM-RNZ

Act seven HN0DE5IVWZ Act seven IIXBUYIUGW

Act eight KRODE2IZX5 Act eight IJXBU2J0HB

ERIN GASHUNA JEDDA CHEF

Act two HIJAAIAABB Act two GDHAIA-IAABZ

Act three HIIYIAIAGC3 Act three GIEIAAAECA

Act four HIAOOIKDK Act four GJECAI-IL1Q

Act five HIKAQYIOUZ Act five IJCECJIOUØ

Act six HIKEQYIRVC Act six KICBEPIQ3F

Act seven HIKEQYIVVOH Act seven KICBHIIVWG

Act eight HJKBQYZPK Act eight KJCBH-

NIYXR

ASTERIX

Infinite Lives

When you reach a special treasure pot, hit it so that the bonuses fly out. Collect the extra life and walk off of the screen, then walk back to the chest and collect another life. Continue this until you have enough lives to complete the game.

Secret Room

On round 1-1, go down the first chimney, but don't jump off the platform. When it falls, walk right to go through a wall into the room.

Secret Room 2

As Oblix on the second stage, jump onto the rotating platforms to the Menhir container, then jump to the platform on top. Do small steps where there isn't grass and you'll suddenly fall into a secret room.

AZTEC ADVENTURE

Level select

Press Up five times before the scroll unwinds on the title screen. When the character throws the cash, press Right three times. Then press Left and Down when everybody moves to the right. You can now access the stage select and choose the level on which you start.

BACK TO THE FUTURE II

Level skip

At any point in the game press pause then Up, Down to go to the next level.

BART VS
THE SPACE MUTANTS

Access codes

Floor	Code
1	14
2	32
3	11
4	41
5	21

BATMAN RETURNS

Level Select

On the title screen, hold up and buttons one and two for 2 seconds. A blue screen will appear and you should get a level select.

Level select

On the title screen press Up Left Diagonal and keep both buttons pressed down. You can now select which level you wish to start from.

BATTLE OUTRUM

Level select

Turn the power on while you hold buttons one and two. When the title screen disappears let go of the buttons and then press Up. The Up and Down keys will enable you to select the level on which you wish to start.

BLACK BELT

Infinite lives

For infinite lives, start the game as usual but keep pressing button one. You'll be presented with the usual red screen showing lives and levels. As the screen flashes off, let go of button one and press Reset. Riki appears and then proceeds to collapse.

Boss select

On completing the game wait for the final screens to come up and quickly rotate the joypad anti-clockwise as the music fades, while pressing button two. You'll now be able to take on the bosses without playing the entire levels.

BLADE EAGLE 3-D

Level select

Rotate the joypad in a clockwise direction on the title screen to select the level where you'll start the mission.

BONANZA BROTHERS

Invincibility

Get to a location with a rake. Time it so that as you step on the rake and faint, you get hit by an enemy bullet. You will be invincible until you pick up treasure.

Level select

Plug the joypad into port two and hold Up and both buttons, then switch on. The story pictures should now be different when you start. Go into the game as normal and select your character to activate the level select.

BUBBLE BOBBLE

Treasure Chest Cheat

On round 28, don't bubble the ghosts. Instead, go up to the first column and an item should appear. Collect it and a door should appear which takes you up to five treasure chests.

Level select

Enter the code 3V35NLL to select any start level.

Secret room

Reset the game and select one/ two player start. On level one, bubble the first three enemies but don't burst them. Soon they'll turn red – when this happens, bubble them again and repeat, even when Baron Von Bubba appears. After a few seconds, a door should open to a secret room.

CAPTAIN SILVER

Extra continues

To be able to continue after the game over screen press Up and then both buttons simultaneously.

CASINO GAMES

Cash password

Enter the code 8314853112 to gain loads of money. Your name must be MR SEGA for this code to work. Play that charismatic character Charley at poker and keep the stakes high. Win one game to take you over the million mark.

CHOPLIFTER

Level select

Press Up, Down, Left and Right on the title screen and then enter the player select screen. Repeat the process once there.

Save all hostages

When you lose a life, repeatedly press both buttons quickly to collect all the hostages.

COOL SPOT

Extra lives and shields

On the options screen move the arrow to the music option but DON'T select it. Using the D-Pad press the following: left, left, left, right, right, right, left, right, right. You should now be able to select extra lives and shields.

CYBORG HUNTER

Staying healthy

You can keep your psycho and life powers healthy by collecting all relevant objects and heading for the nearest lift. All objects will reappear in their original positions if you emerge from a lift without having gone anywhere. Repeat this as often as necessary.

DEAD ANGLE

Game buster

Ensure both joypads are connected and alternately push Left and Right on both

pads while the title screen is displayed. A beep will inform you the cheat is active. You'll have 999 bullets and be able to select the start level and number of lives.

DOUBLE DRAGON

Invincibility

Jump up and down 30 times at the start of level four to make yourself invincible.

Infinite lives

Perform a round-house kick about 35 times to get infinite lives.

DYNAMITE DUX

Bonus stage

At the start of the game you'll see a bald man with glasses sitting down. Jump on his head and jump off again while pressing buttons one and two. This will take you to a bonus stage.

Hidden areas

When you've killed one of the bosses, stay at the top of the road; a road block will appear at the bottom and disappear at the top. This feature enables you to explore other, normally hidden, areas.

ENDURO RACER

Level select

Reset the machine and when the title screen appears, press Up, Down, Left and Right to get a level select.

FANTASY ZONE

Guardian Buster

Use one Heavy bomb on the first boss. One shot and he's dead.

Infinite weapons

If you buy all the engine parts your weapons will never run out and you'll live happily ever after.

Cheap lives

To buy loads of cheap lives, switch on as normal and allow the story line to be displayed. While this takes place, waggle the pad Up and Down over 50 times before starting the game. Collect as much money as you can and find a shop. Buy lives at \$1,000 each. This only works on level one.

THE FLINTSTONES

Level select

On the title screen press Up, Right, Right, Down, Down, Left, Left, Left, Left. Now go into the game and press pause and hold down buttons one and two while pressing one of the following:

Up: Level one Down: Level three

Right: Level two Left: Level four

FORGOTTEN WORLDS

Infinite Continues

If when in two player mode, one of the players dies, press Start a number of times; giving yourself the continues you need.

GAIN GROUND

Level select

Press buttons one, two and joypad Up while turning on the machine. If you hold this combination you'll eventually get to a hidden options screen which lets you select the start level and stage.

GANGSTER TOWN

Infinite continues

When you die and your hat flies off, shoot it to continue the game.

GAUNTLET

Extra continues

After you've used the third continue, plug your joypad into port two and you'll be able to carry on as the other player with a fresh

stack of credits.

GHOST HOUSE

Invincibility

Keep jumping onto the arrows fired at you and after a while you'll turn golden and become invincible for a short while.

Freeze enemies

Punching light bulbs will freeze all characters onscreen.

GHOSTBUSTERS

Cash password

Enter the initials DN and the code 3158279632 to start the game with lots of money. Alternatively, use the initials AA and the code 1173468723.

Password dodge

When you get an account number you can fiddle things by altering the last two digits. Increase one and decrease the other. By doing this you can boost your cash to over one million dollars. For instance, if the last two digits read four and five, change them to three and six or five and four.

GOLDEN AXE

Extra continue

On losing all your continues, a further one is awarded if you press the joypad diagonal Up and Left and button one simultaneously.

GOLF MANIA

Extra attempt

Reset when the ball is in flight. Make sure you select the same game parameters. Now continue and you should be back where you were before.

GOVELLIUS

End-of-game password

Enter the code J7VZ HEQV AWPJ 42S8 36AL PQLH MRLY 0258 to have seven crystals in your possession, allowing you to go to the lair.

Surprise cheat

On the password screen, type in QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ for a surprise.

Power-Up bonanza

For eighteen lives, the legendary sword, the ring of invincibility, the Remedios shield, some ascent boots, mirror, purple mea and only Govellius to kill try either of these codes:

UPDZ, CPTB, 72CK, XCS2
3PP3, B7NE, MMNA, MOFS, or,

WK4Q, AH85, LDSX, KNGF
Q5N7, 2K3L, 7T5E, QKQL.

GREAT VOLLEY BALL

Best teams

In order, they are USSR, France, USA, Brazil, Cuba, Japan, China, Korea.

JAMES BOND

THE DUEL

Level select

Plug the controller into port two and hold down both buttons along with Down Left diagonal on the pad. Now plug the controller into port one and press button one. It's best to use two joypads if possible.

KENSEIDEN

Level select

To get the round selection screen, turn on the machine with buttons one and two pressed. Release the buttons when the title screen appears and press the joypad diagonal Up and Left and button one.

Hidden screen

Climb the Buddha on the first round and when you're standing on his head, push Up to enter a secret room.

KRUSTY'S FUN HOUSE

Level codes

Level 2	-	BARNEY
Level 3	-	MARTIN
Level 4	-	SQUISHY
Level 5	-	ELFMAN

Password buster

Enter HPKEITH on the password screen to open all the doors.

KUNG-FU KID

Power-up locations

Get to level five and kick the wall towards the top at the highest floor on the right. You'll find a jug of water which puts the dampers on enemy fireballs. To find a bun for extra energy, go to the wall on the left of the second highest floor and repeatedly kick it until the bun appears.

LAND OF ILLUSION

Tree Cheat

In the Forest, don't go up the tree. Instead bounce off the snake just beside the door and keep pushing right. Climb up the vine and you'll be at the top of the tree.

LEMMINGS

Level Select

When the lemming pulling the cart appears on screen, press buttons 1 and 2 together on joypad one and rotate the D-Pad clockwise. Go to the main screen and select your choice of game. Choose the New Level box and writing will appear, press left and right to select the level you desire.

LIGHT FORCE

Extra life

On level one, find the two cell walls close to the large brain and fire through the second one at the top to reveal the extra life.

LIGHT CORRIDOR

Passwords

0622	2008	3212
7328	1015	2602
3305	9932	1825
2819	6811	

LUCKY DIME CAPER

Level skip

To skip from level two to three, during level two jump onto the lion's head when he jumps onto the platform. Repeat this eight times to skip.

1-Up loop

On level five as you walk past the area full of caskets you should come across some doors. Go through the second and either smash the crates with your hammer or jump onto them to collect three extra lives. You can return to this room as many times as you like. Once you have enough, exit via the door on the right.

MARBLE MADNESS

Level select

On the option screen set the following parameters: Test FX two, Test Music five. Move the pad to level select and you'll find that you can.

MASTER OF DARKNESS

Level select

On the title screen, press the Up Left diagonal and keep both buttons held down until you see the cheat screen appear. You will now be able to change the round number, the stage, number of lives and even the collision detection.

MIRACLE WARRIORS

Obtain all keys

To get all the keys, go to the bottom left of the map around the large desert. Now press button two and a menu should appear with the name of a spell. Enter the spell you haven't used yet and you'll be transported to a cave. Locate and open the chest, defeat the guardian then choose one of the three keys. Repeat the procedure two more times to get the remaining keys.

MOONWALKER

Level select

On the title screen press Up, Left, A and Start on controller two, quickly followed by pressing Start on controller one.

MORTAL KOMBAT

Blood code

Go to the ethical code screen and press Two, One, Two, Up and Down for the blood to be included.

MY HERO

Extra lives

You can earn several extra lives by jumping over knife and bomb throwers and then punching the guys in the back. Also, at the end of the first level, trip up the first three dogs and jump over the last one for a handy extra life.

THE NINJA

Bonus points

Get a hit ratio of 100% (not impossible) and you'll receive a massive 50,000 points bonus.

Scroll locations

Scroll one – find it on the first round after killing the transforming ninja.
Scroll two – on round four, shoot the bottom of the statue five times.

Scroll three – on round six, cross the last bridge on the left and walk straight to the tree above the first samurai home next to the wall.

Scroll four – find it on round eight. Go into the top of the last garden on the right and repeat the process you used to find scroll three.

Scroll five – the final scroll appears in round nine. Keep to one side when reaching the top of the wall but don't kill the ninja immediately. Wait for a while and the green scroll will appear; collect this and you'll receive instructions as to how to enter the temple.

Fighting technique

Walk backwards whilst dodging from side to side and pressing the attack button to sustain minimum damage.

NINJA GAIDEN

Infinite stars and fireballs

Wait until ninja boy has got 999 combat points before using any ninja stars.

PAC-MANIA

Secret level

To access the hidden level, eat all the dots while leaving the power pills. An object will appear in the middle of the screen – eat this and you'll be transported to the secret level.

POPULOUS

Password buster

Level	Code
0199	KILLMEHILL
1999	ALPDEEND
2999	SADENG
3999	SUZLOPDON
4999	KILLGOAL

POSEIDEN WARS

Extra continues

When you lose your last life press Down,

Down, Down, Down, Right, Right, Right, Up, Up and Left to continue.

POWER STRIKE

Extra lives

On the title screen push the pad Down, Right, Down, Down, Left, Right, Up, Right and button one twice to get ten extra lives.

PREDATOR 2

Passwords

2 - GUKIEV
3 - GIHHGP
4 - LNHHMH
5 - HHHKCR
6 - LKMKFG
7 - JHGHCP
8 - MJEJEW
9 - OIJJEC
10 - KFHGZL
11 - UOOPID
12 - RKJLEJ
13 - NFGBBK
14 - VMMIIT

PRINCE OF PERSIA

Passwords

2 - GUKIEV
3 - GIHHGP
4 - LNHHMH
5 - HHHKCR
6 - LKMKFG
7 - JHGHCP
8 - MJEJEW
9 - OIJJEC
10 - KFHGZL
11 - UOOPID
12 - RKJLEJ
13 - NFGBBK
14 - VMMIIT

PSYCHO FOX

Level warp

At the top of the tower of Spring boards is a warp. Choose a tube and as you descend you'll appear on a particular level.

QUARTET

Bullet size increase

On the title screen press pause fourteen times and your bullets will become larger making it much easier to hit the targets.

Level select

On the title screen press Up on controller two then press pause on controller one 12 times. Now press button one and select your starting level.

R-TYPE

Invincibility

Before you turn the power on, hold the diagonal Down and Right on joypad one and the diagonal Up and Left on joypad two. Turn on and wait for the logo before you let go of the buttons. You'll now be invincible!

Extra credits

First, use your 12 credits and when the continue screen appears, rotate the joypad anti-clockwise to enter a sound test menu. Push button two and Left to reveal 95. Rotate from 95 to 00 pushing button one after each number and pausing briefly on each sound. At 00 press one and start rotating the joypad clockwise. Now sit back and watch those credits increase beyond your wildest dreams.

Bonus level

At the end of level four, you'll find a screen packed with green dots. About halfway through this mess there is a gap in the landscape. Fly up into it and you'll be transported to a bonus level.

RAMBO 3

Infinite bullets

If you have the rapid fire module, you'll have infinite bullets.

RAMPAGE

Infinite lives

Wiggle the directional pad clockwise and press buttons one and two simultaneously.

Infinite continues

When the game over message appears onscreen, press both buttons and you'll start the game at the beginning of the level you just completed.

RASTAN

Infinite continues

When the Sega logo appears, hold down both buttons and push the Down and Left diagonal to gain infinite continues.

ROBOCOP VS TERMINATOR

Weapon select

Start the game as normal, then press pause. Now press up and 1, up and 2, up and 2, up and 1, down and 2, up and 2, up and 1. After this you can cycle through the weapons.

Extra lives

Again pause the game and press up and 1, down and 1, down and 1, up and 2, down and 2, up and 2, up and 1, up and 1. You'll now have 9 lives when you unpause the game.

Level skip

Pause the game and press down and 2, down and 1, up and 2, down and 2, down and 2, up and 1, down and 2, up and 1. Unpause the game to skip a level.

ROCKY

Little Injury

Before you ride, press Up, Down, Left, Right and Button two. Do this after you have fought as well and you will be able to get through the game with very little injury.

SECRET COMMANDO

Continue option

Both players must hold down both buttons on the joypads and continually press Left and Right for a continue option. This works after level three.

SHINOBI

Level Select

Press the joypad diagonal Down and Left together with button two and you'll be able to select the starting stage.

SONIC CHAOS

Invincibility

If you choose Sonic and press up and jump. Keep on pressing jump and holding up until Sonic starts glittering. He will be invincible until he stops running his fastest.

SONIC THE HEDGEHOG 2

Level select

Plug the control pad into port two and press Up Left diagonal and buttons one and two. Turn on the console whilst holding down these buttons simultaneously. Now wait until Sonic has run completely across the screen and then plug the controller into port one. Press button two twice and the level select screen will appear.

SPACE HARRIER

Extra continues

To get extra continues, move the control pad Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down and Up from the title screen.

Sound test

Call up the sound test with the sequence Right, Left, Down and Up from the title screen.

Difficulty option

Get to the sound test menu and select tunes 7, 4, 3, 7, 5, 8 and 1. You'll now be able to set the game difficulty.

SPELLCASTER**Password buster**

To get near the end of the game and avoid having to embark on your epic journey of the universe, use the following cunningly-crafted (and totally unpronounceable) password:
p1jdjZK09mZpeEijoxoGUHC.

SPY VS SPY**Easy win**

Find the airport room first. Wire up all the doors in that room with booby traps and wait for the other player to collect all the items. When the other player tries to get into the room, he'll set off a trap and drop all the goodies. You can now go into the room and pick them up before flying off to the next embassy.

STRIDER**Level skip**

To skip to level two, press button one when the title screen appears. When the next title screen appears, hold Up, One and Two. To skip to level four, wait until the title screen appears, then hold down right and press both buttons.

SUPER MONACO GP**Level codes**

2 - AZNM JDBZ
3 - DHMT VSJS
4 - ZZEE HYOT
5 - EXIP OONJ
6 - JYZH WOEL
7 - CQAZ AQLV
8 - ZPIE VTLB
9 - DIJT VGNX
10 - HYSF WJKS
11 - RCQO TDFT
12 - CRWZ OBJM
13 - BTMY VBJP
14 - ZXDE VHLY
15 - EDWP WCCJ
16 - EDYP WWWO

SUPER TENNIS**Perfect serve**

When you serve, go to the bottom corner and keep hold of button one. This gives perfect serves unless you're on a level higher than two.

TAZ-MANIA**Infinite lives**

On level one, collect a 1-Up in the first set of clouds and then another at the end of the level. Kill yourself and repeat the process until you have enough lives to finish the game.

TEDDY BOY**Level select**

On the title screen press Up, Down, Left and Right. When the new screen appears press Up then Down nine times and use button one to choose the start level.

Continue mode

On the option screen press Up, Down, Left, Right, Up, Down, Left, Right. Play the game then when you lose your last life go back to the option screen and select continue, B and "YES".

TENNIS ACE**Password busters**

Try any of the following passwords to get the better of your opponents:

ERVO USRM WRHB OKRF - all your scores are set at 30

EZCV FHAM WPBB OKRF - Italian singles final vs

Noah

EBRO FKJM WWBB OKRN - French singles final vs Noah
NKOF VVLG LKGS FCKK - doubles final vs Noah and Becker

THE TERMINATOR**Level select**

On the main *Terminator* title screen hold down button two and press button one once. The screen should turn black. Now press Left, Left, Up, Up, Right, Right, Down and Down. Two zeros will appear on the screen and pushing Left or Right will toggle between the levels.

THUNDERBLADE**Invincibility**

Press Up, Down, Left, Right and button one to become invincible.

THUNDERBLADE II**Extra continues**

When the game over message appears press button two, Down and Right.

TIME SOLDIERS**Invincibility**

In a simultaneous two player game, one of the players can walk off the back of the screen and become invisible and - better still - invincible. The player offscreen can still destroy enemies, though.

TRANSBOT**Options menu**

Switch on the console with button two and down depressed. After a few seconds some options will appear. Press Up for infinite lives, Down for infinite weapons, Left for power and Right to cycle through weapons. Push button one on pad two to continue.

VIGILANTE**Level select**

To select any level, press the Up and Right diagonal on the joypad and buttons one and two. An option will appear allowing you to start on any level.

WANTED**Level select**

Shoot the title screen by pressing fire. Then, while pressing Pause, shoot either of the two exclamation marks (!) at the bottom right of the screen that make an appearance. When the round selector eventually appears, simply shoot the number of the round that you wish to enter.

WIMBLEDON**Bonus points**

To add 52 points to your player in Tour mode, enter either of these codes:

Enter: **JJI AAH FHI EFJ DER XHA**

Level password

To begin in Australia having already won the American and Australian cup, enter the following code. You'll also be able to put your speed, power and skill up to the maximum of 20 and still have 27 points left over. Enter: **IJJ WUT RQM**

WOLFCHILD**Level select**

Enter this code to take you to the stage select screen: **J8TPR**

WONDERBOY**Level skip**

Press button one on the title screen and then twice more. Now press button two twice and hold both buttons together. Press Up to skip a level.

WONDERBOY II**Extra gold**

Plug in control pad two and press either button one or two 45 times. You'll receive 45 more pieces of gold. Carry on if you require more!

WONDERBOY III**Lots of Treasure Chests**

Be anyone except Lizard-man and go to the Lizard-man's Sphinx past the pyramid and into the door. Chop away at the bricks and fall down into the darkness to reach the treasure chests.

Legendary weapons

Enter **9JC5 YHX XN4U HT2** to get the legendary weapons.

Resurrection

If you die wearing Hades armour you'll be resurrected.

Full power

Enter spaces as the password and you'll start the game with all available weapons, armour and stones.

Level passwords

1WZ4 JHO 289Y 5BX (lizard man)
NFKU 1EO 403P X88 (Lizard man)
2CKF 3L4 894Z A5F (Mouse man)
2CKF 3MO 8GEU U7J (Mouse man)
YF3U 5DW CR1A ED7 (Mouse man)
2CKF KKO 8RGF V9J (Piranha man)
LIZ4 C14 ER2N 4E4 (Mouse man)
84FD 5M4 B9PB 86N (Lion man)
YF3V 5CO CRVF NC9 (Mouse man)
ZP3K N4L DAFL TV7 (Hawk man)
2CKF 7PL 8T4J 27A (Mouse man)

WONDERBOY IN MONSTERLAND**Extra money**

Plug a controller into port two and press button one to bring up the status screen. Each time you do this, you add an extra gold coin to your tally. Repeat the procedure as many times as you want.

ZILLION**Hidden rooms**

When you reach a dead end, shoot the wall in front of you up to 15 times to reveal a hidden room.

Extra continues

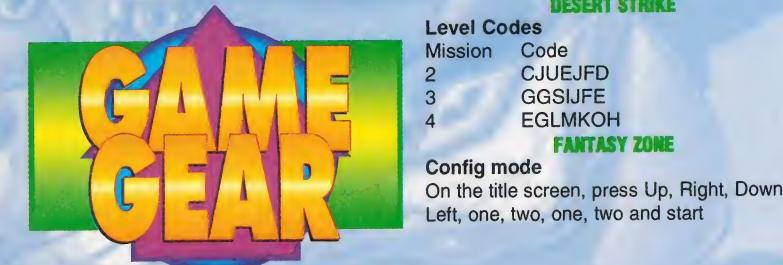
On losing your last life press button one, two and Up to continue where you left off.

Invincibility

Enter a **MAP** command into the computer and go to room D3, but don't collect any Opa-Opas on the way. On the top level, shoot the furthest cylinder to the right to reveal an Opa-Opa. Collect this and your life gauge will go to 720. Go half way off the screen making sure the lift is still visible, then enter the lift letting the yellow barrier reduce your life to 120. Immediately pull the joypad down and return to the start room. Your life gauge should now read 000 and you should be invincible.

ZILLION 2**Continue option**

When you die, press buttons one, two and Up. You will continue from the level on which you died.

**ALIEN 3****Additional ammo**

Enter your name as **CHEAT** for more ammo.

AX BATTER**Passwords**

Firewood City —	JMLO BFKC DLEC
EAPI —	
Turtle Village —	PIPF OEBA ODGA
IKKO —	
Sand Marrow —	OOKB CBPM IMAM
NBLP —	
Holm Stock —	EEAP IKLN LMPE
CNOG —	
Brookhill —	AFPL JLNJ OMEM
PGJK —	
North Valley —	LGEC CLBP BIOP
NICD —	

CASTLE OF ILLUSION**Extra life**

Collect the dancing A from the coffee cup screen on level four. Exit, climb the ladder to the left until you get to a room with two insects, a button and a barrel. Lob the barrel and button at the insects to kill them. The button disappears but you may use the barrel to climb up the ladder to the right. The next screen has an insect. Kill it and continue right until you reach a second dancing A. Pass it and keep going until you encounter a drop. You can just fit through it. Jump up so that you can land on your bottom.

Secret Route

Go down the slide nearest to the end of the level in the Clown section. Instead of jumping onto the second landing down, you can eventually jump to the top landing. Here you'll find a treasure chest. Throw it and it opens revealing a coin. Collect this, then run to the wall at the end of the landing. Jump into the wall, and you'll end up near the policeman, a guardian to the main guardian, the Clown!

CHASE HQ**Extra continue**

If you bash into the oil barrels on round two, you'll gain an extra continue.

CHUCK ROCK**Passwords**

Level 2 —	7G09M
Level 3 —	NN6E3
Level 4 —	84AKC

CLUTCH HITTER**Infinite strikes**

Select a left handed pitcher and put him on the opposite side to the batsman. Place the catcher halfway behind the batsman and throw the ball while spinning it towards the batsman to get a strike every time.

COLUMNS**Alternative ending**

Go to flash mode and select a block starting height of nine. Choose your difficulty level and start the game as normal. Purposely end the game. When the flash mode demo ends, there'll be a different ending.

DESERT STRIKE**Level Codes**

Mission 2	CJUEJFD
3	GGSIJFE
4	EGLMKOH

FANTASY ZONE**Config mode**

On the title screen, press Up, Right, Down, Left, one, two, one, two and start

Continue Mode

Wait for the "Game Over" screen to fade and go into the title screen and hold Up and button one, then start the game. You will start on the stage where you died.

Collecting points

All the hamburgers you get to shoot in the first 30 seconds of level one turn into big rotating coins worth 1,000 gold pieces each. Well worth shooting, you'll doubtless agree. The shop appears after you've amassed 2,000 points, so you've got to be quick collecting the points and then heading for the shop.

GLOBAL GLADIATORS**Level select**

On the options screen move the arrow to the second option. Then use the D-Pad to input the following directional sequence: left, right, left, right, left, left, right, right, left, right. You can now select a level.

HEAVYWEIGHT CHAMP**Power punches**

On the speed select screen, hold down one and press Left, Right and finally Left again.

JUNGLE BOOK**Level Select**

Circle the pad clockwise by holding 1 and 2 and start and you will hear a little noise. Press start again and you can now select levels to your hearts desire.

KRUSTY'S FUN HOUSE**Codes**

Level 2	-	SELMA
Level 3	-	SCRATCHY
Level 4	-	SKINNER
Level 5	-	GROENING

Password buster

Enter TRACY to open all the doors.

LEMINGS**Level Codes**

Level	Tricky	Taxing
Mayhem		
1	RCEOJTHO	ECWMZGTM
2	YQSDGSNU	ZSFKUJSF
3	JTHPGFDY	LXPGFDYR
4	RDHPGFEC	CFKUJTJT
5	WZMSEUTG	GMYCRPKU
6	MZTHPGGF	JTHPEFCX
7	DZSEIRCE	PFDZSFLX
8	IQSCFKVL	DECWMZTG
9	WMYRDGMY	NBUJSFLW
10	RDGMZSFK	MZSWLW
11	VLKODZTH	RLFKUJSE
12	PFECPF	IRCEJSEJ
13	BUJTHOEC	SEJTHOEC
14	XOECWNBU	WMYQBQGM
15	JSFKVKUT	YQAAAAB
16	THODZTM	DHODYROG
17	YQBCERD	THOECKPF
18	HPPFDZTHP	IRCEIIRD
19	FEBVWLNB	DRZSFLXPF
20	UJTHPFEL	IQABDHDF
21	WNCWBNLL	DZTHODZS
22	WMYRCEJT	EJTHPFDZ
23	GMBUQAA	DRYCEIRD
24	ABDMZTA	QAABDHPG
25	ODYRLEJS	XPFQYQBN
26	FKUIQBDG	GGGFQYQA
27	NBVLPXGG	GNCWMZTH
28	FDYQBDGN	ODYQBCFL
29	BVLWMZTE	XDECWMYQ
30	NBUIRDHO	DRYCEIRD

LUCKY DIME CAPER**Unlimited lives**

When you lose your last life and the continue screen appears, push Down and button one simultaneously. You'll continue the

game on the level where you died, and you'll now be armed with unlimited lives.

MORTAL KOMBAT**Blood code**

Go to the ethical code screen and press two, one, two, Up and Down for the blood to be included.

NBA JAM**Power Ups**

You should put these combinations in on the Match up screen.

Defence	5 taps
Intercept	Rotate pad and 15 taps or more
Percent Display	2 taps, down and fire 2
Turbo	15 taps or more and left
Dunks	13 taps and rotate
Fire	8 taps, up and fire 2

Secret Heads

Input these codes for some new player heads:

MJT	1,2,up and Start
AIR	1,2 and Up
SAX	1 and Left
UW	1, Start and Up
NET	1,2 and Down
ARK	1,2 and Up
QB	1 and Down
ROD	1 and Up
CAR	1,2 and Left
RJR	1 and Up
SAL	1 and Left

NINJA GAIDEN**Password buster**

The following are codes to get to higher levels in the game:

NINJA – level 2	GIDEN – level 3
DRGON – level 4	SWORD – level 5

Invincibility

To become invincible, enter the password NODIE. Then go back to the title screen and start the game.

Credits

During the password screen, enter MONTY. This will enable you to see the list of staff names.

OUTRUN

Set the cursor to one Player, hold down left, buttons one and two, then press start. Your machine can now drive through other vehicles and obstacles. It is also not affected by time over.

Infinite time

Hold down diagonal Left, one, two and Start, then start the game.

PENGU**Level select**

Press and hold the Up Left or Right diagonal, then hold buttons one and two and press Start. The level select will be yours along with seven lives.

PSYCHIC WORLD**Level select**

To choose which level you start on and also hear the game's sounds, hold down the Left and Up diagonal, one and two during the title screen. Then push Start.

PRINCE OF PERSIA**Codes**

Level 2	-	EIKGD
Level 3	-	ILLKG
Level 4	-	LMJMK
Level 5	-	HGFIDN
Level 6	-	IFGIDO

Level 7**MIMLG****Level 8****KELIDU****Level 9****NFORFF****Level 10****LCJHCP****Level 11****OEMJEB****Level 12****PEJKEA****Level 13****PDHJDV****Level 14****QDGJJDV****RASTAN****Infinite continues**

To continue the game after you've been killed, press Up and Start simultaneously.

SHINOBI**Extra life**

There is an extra life in the second part of the woodland level. Go to the top of the tower where the pole sticks up in the air. Stand on the right of the pole facing left, jump up and fire. An extra life will appear for the taking.

Best path

Tackle the levels in the following order: Highway, Harbour, Valley, Woodland.

Level Select

Pushing Down and pressing button two on the title screen of this excellent hand-held ninja game when the complete ninja face is showing, reveals the ingenious level select.

SHINOBI II**All Characters Password**

Go to the password screen and enter: F5958

When you start the game you will have the yellow and blue crystals with all the characters.

SHINOBI III**Level codes****Pink** – C0444**Blue** – 5o858**Yellow** – 1o373**Green** – Bo2F2**Pink Crystal** – FD9D8**Blue Crystal** – D4939**Yellow Crystal** – F5958**Green Crystal** – BF26A**Enemy Base** – BF26A**SLIDER****Level codes**

Following are all the codes for the last 50 levels:

AGAG – 50**JGJI – 51****APAP – 52****JGLK – 55****APCB – 56****JPLD – 57****CGAI – 58****LJJK – 59****AEEI – 60****JENK – 61****ANEI – 62****JNND – 63****AEGK – 64****JNPF – 67****CEEK – 68****LENM – 69****AGEK – 70****JGNI – 71****APED – 72****APGF – 76****JPH – 77****CGEM – 78****LGNO – 79****EAAE – 80****NAJG – 81****EJAN – 82****NALI – 85****EAGA – 88****PAJI – 89****ECAG – 90****NCJI – 91****ELAP – 92****NLJB – 93****ECCI – 94****NLLD – 97****GCAI – 98****PCJK – 99****SONIC THE HEDGEHOG 2****Level select**

Before switching on hold the Left Down diagonal and both buttons, then press and hold Start simultaneously. Switch on while still holding all the buttons and wait until Sonic has run right across the screen then press Start again and a level select screen will appear.

SPIDER-MAN**Hidden Game**

Hidden deep within the game of Spider-Man is a Pac-Man game. To access it, you first have to collect the key from Electro's Power Plant. Once done, drop down the left side of the screen, and you'll see a Game Gear appear. The next time Peter's room appears, press A and get chomping those dots.

STREETS OF RAGE**Level Select and Invincibility**

Select tracks 01 then 11 on the sound-test screen, then press buttons one and two simultaneously for the options to appear.

Extra continues

On the game over screen press Left, Left, B, B, C, C, C and Start. You'll now be able to continue from where you left off.

SUPER MONACO GP**Corner taking**

When going around corners, let go of button one and rapidly press it instead. You'll stay on the track while keeping a constant speed.

Final sequence

Go to the password screen and select World Championship mode. This will take you to the final screens. Also input CHAMPION on the same screen.

TAZ-MANIA**Extra lives**

On the first level spin all the way to the opening, but don't jump down. If you're far enough ahead of the bomb, walk back and a heart should appear. You must walk to the very edge for the cheat to work. On the ice level, wait until the guardian is small and squash him, you'll be rewarded with another extra life.

THE TERMINATOR**Level select**

Keep circling the control pad anti-clockwise while holding button two and a level select will appear.

WIMBLEDON**Maximum Everything!**

Enter the codes IKM JKI POC.

WONDERBOY**Level skip**

Press Down and Start on the title screen. Then push Up on the joypad to choose the starting level.

Run faster

To make Tom run faster, press and hold buttons one and two simultaneously and press right. If you want to attack something, press button two.

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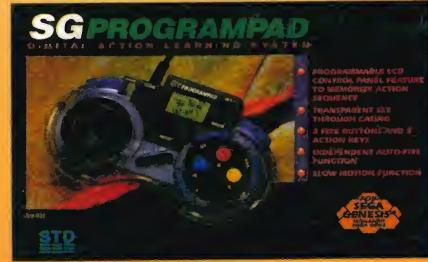
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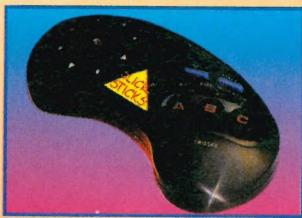
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